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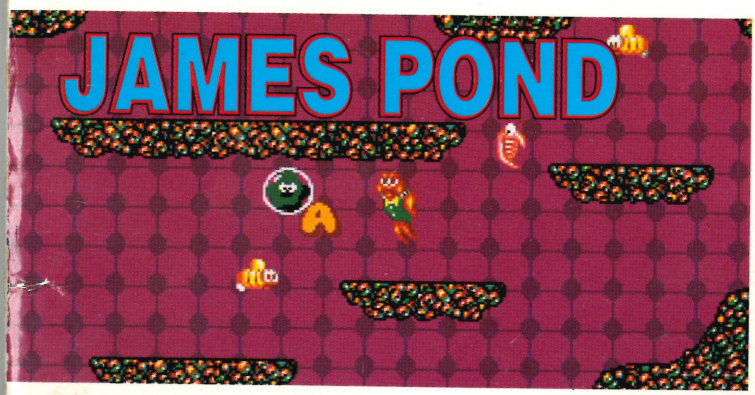

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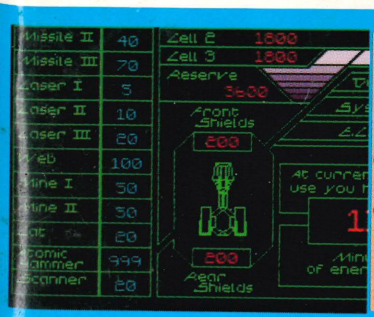
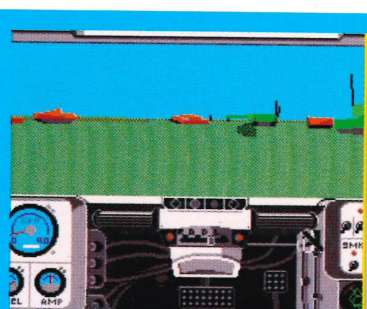


MAGIC FLY

THE IMMORTAL



M1 TANK PLATOON

ISSN 0957 4050

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Amiga version

Amiga version

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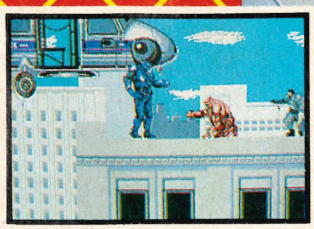
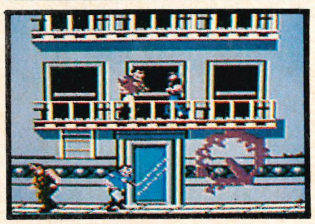


Amiga version



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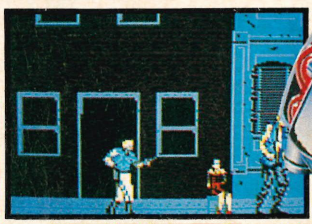
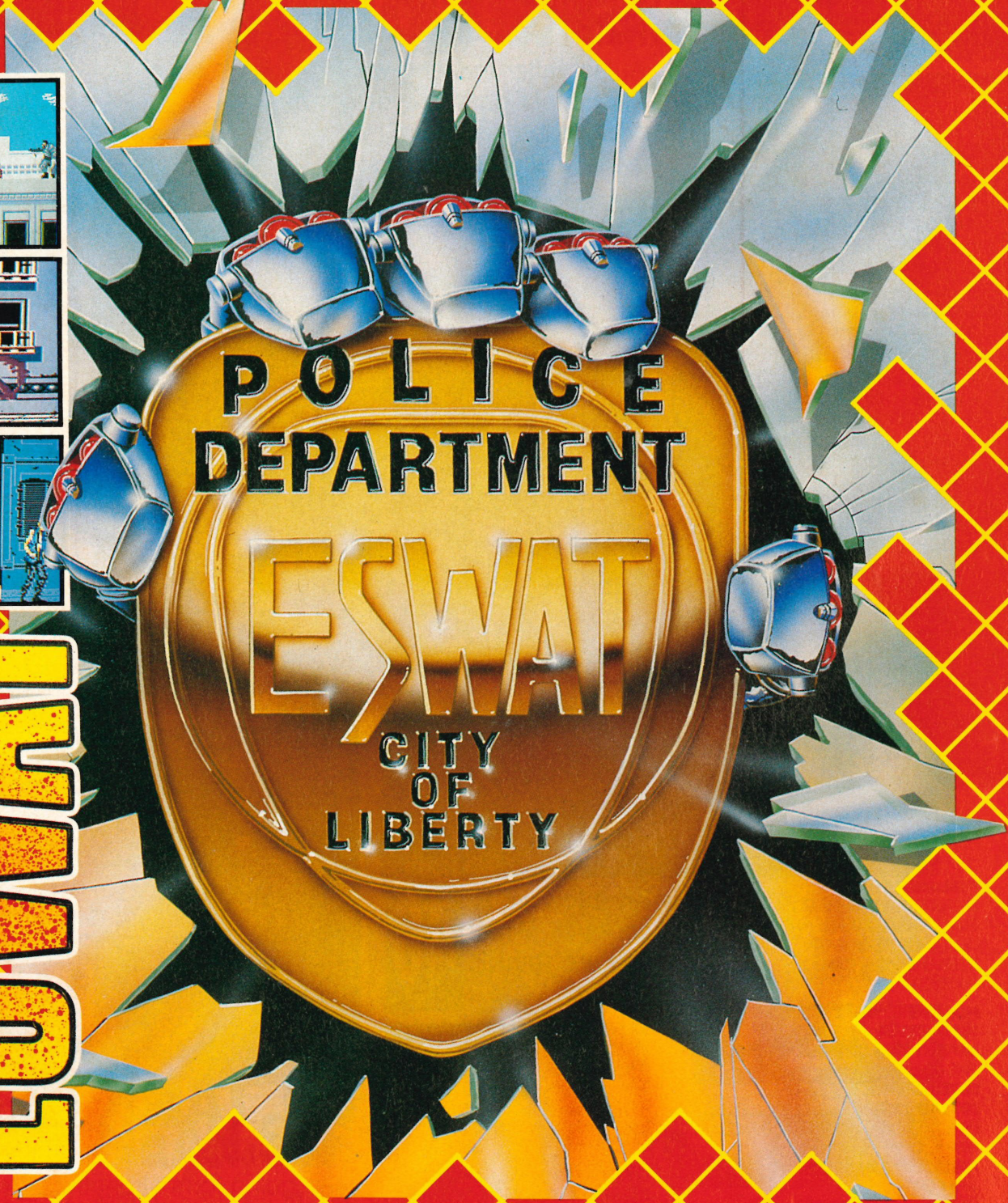


Atari ST version



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FEATURES!!!

BOGGIT'S DOMAIN 21
COMPO.....82
COMPILATIONS 77
DEMOS.....66
GTGA CORPORATION.....62
GTGA LOOM.....70
GTGA F19 STEALTH FIGHTER ...74
GTGA SMALL TIPS 58
MAIL ORDER.....157
NEWS 4
READERS' LETTERS 26

REVIEWS!!!

ATOMIC ROBO-KID.....110
BETRAYAL.....118
BADLANDS PETE 112
CHRONICLES OF OMEGA 142
DAYS OF THUNDER 54
DRAGON STRIKE 34
DRAGONFLIGHT 132
ENTERPRISE.....93
FLIP-IT & MAGNOSE.....44
GREMLINS 2.....152
INT. SOCCER CHALLANGE 38
JAMES POND 56
MEAN STREETS 88
MANIX 29
MI TANK PLATOON 146
MAGIC FLY 36
NINE LIVES 32
OMNICRON CONSPIRACY ...102
OFFROAD VS BADLANDS 98
PUZZNIC 106
ROGUE TROOPER 116
SNOWSTRIKE.....100
SPY WHO LOVED ME 126
SUBBUTEO.....94
SPEEDBALL II 52
THE IMMORTAL.....138
UN SQUADRON 46
WOLF PACK.....40
XIPHOS 50

CONT

SPEEDBALL II

At last, after the long wait, the sequel to one of the hottest games ever on the Amiga has arrived. Check out the review as steel hits steel.

52

JAMES POND

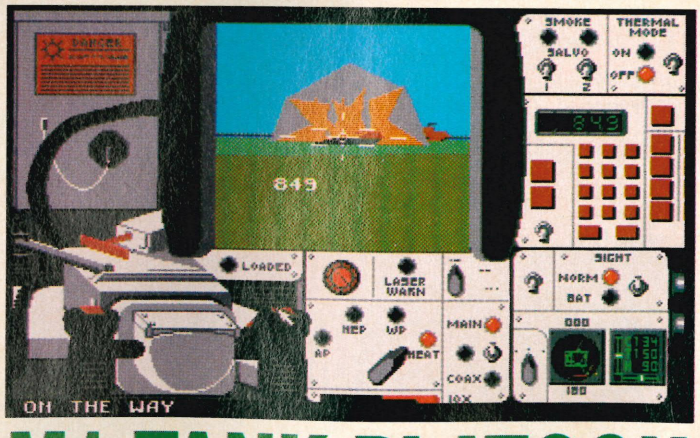
What with Spy Who Loved Me, James seems to be getting a fair amount of coverage – even if he is a bit fishy.

56

UN SQUADRON

U.S. Gold step in with a shoot 'em-up so deadly it will probably blow your socks off. What did we think? Read on.

46



M1 TANK PLATOON

After the brilliant F19 Stealth Fighter, Microprose keep going form strength to strength and prove, once again, that they are the king of sims with their tank goings-on. Check out the review and decide whether you make the grade. Will you fall victim to the enemy or stop their onslought just in time for tea?

146

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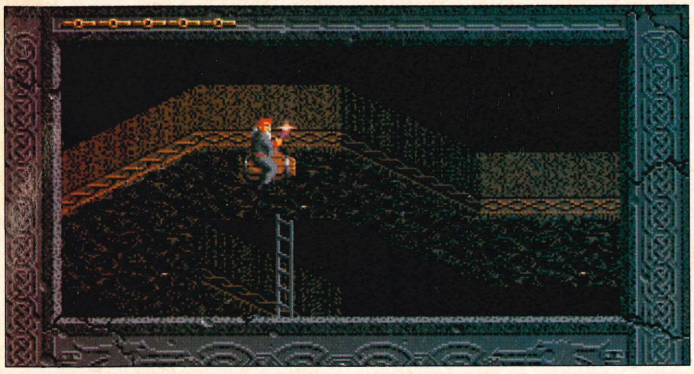
ENTS

AMIGA ACTION
OVERALL RATING
100%



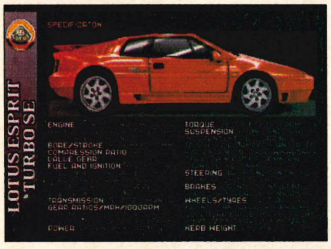
THE IMMORTAL

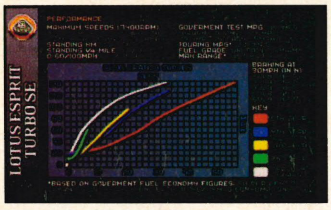
Foul deeds abundant in this role-playing extravaganza which pits you as a magician in a quest against all evil.

138

THE SEQUEL KING OF KINGS

Well, I must confess, it has been a long time in coming, but with a sigh of relief I can quite confidently say 'Speedball 2 has arrived'. And what a game it is. I'd almost forgotten how good it truly was. It's good to see old Amiga games coming back in and with a vengeance. Releases this month, as you will notice, are of a very high standard. Many people would tell you that the Amiga is dying out and that consoles will take over. Rubbish! The Amiga is here to stay for quite some time yet and if games keep coming the way they are, I think the other computer owners will be in for a pretty tough time. 3D filled graphics seem to be taking quite a hold on the industry now and the graphic capabilities of the Amiga are only just being touched upon. I think we can all expect a lot more in the future. As for now, well, I think we are doing all right. Don't you?





GREMLIN COMPO

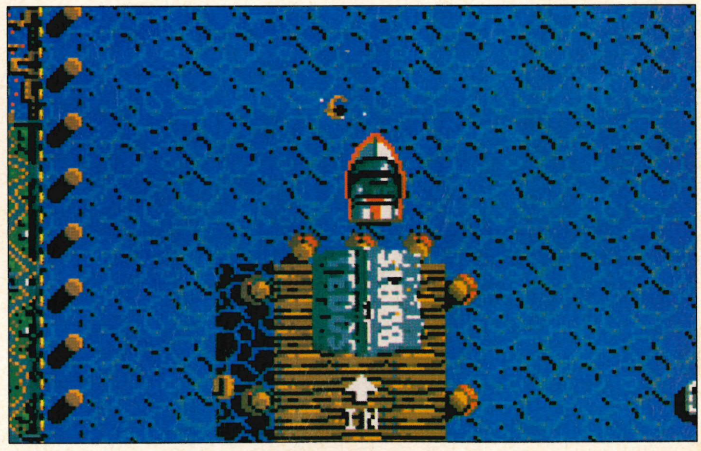
This month's competition comes courtesy of Gremlin. To coincide with the release of the excellent Lotus Esprit Challenge, we are giving you a chance to win yourself five pairs of Lotus sunglasses.

82

NINE LIVES

While the cat's away the mice will play but this Cat has other things on his mind, like a beautiful feline – Claudette.

32



SPY WHO LOVED ME

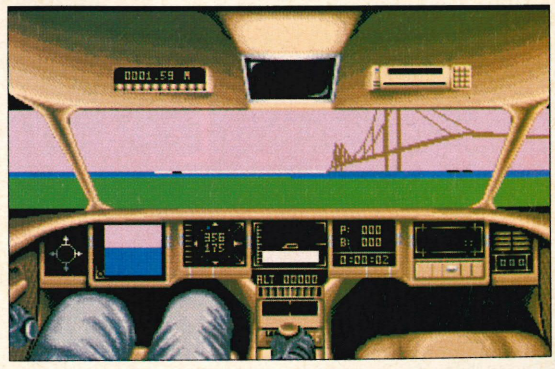
Is it Pond or Bond? This time it is Bond. OO7 is back. Domark release him onto the unsuspecting baddies.

126

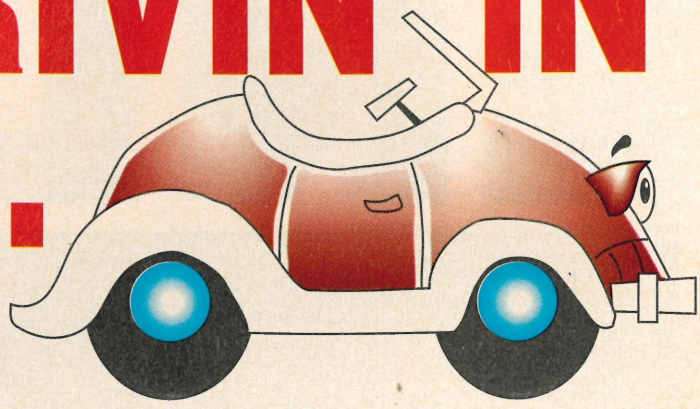
MEAN STREETS

Mean Streets is a tale of murder, lies and plenty of suspects – some beautiful, some not so beautiful. Amiga Action takes you safely through this terrible case of foul play.

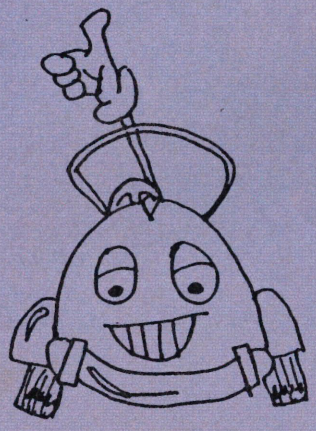
88

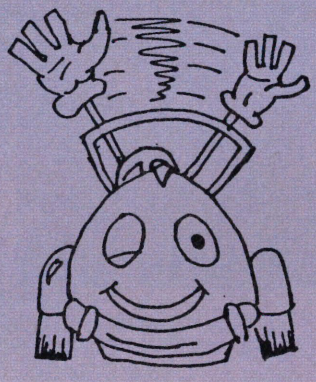


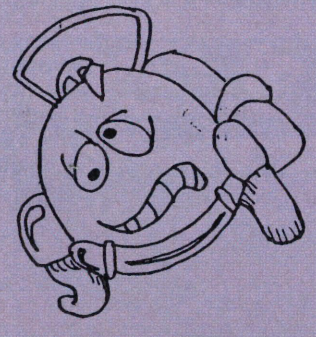
I LIKE DRIVIN' IN MY CAR...

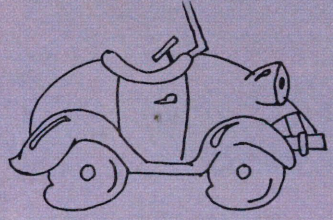


Shown here are scenes from Car-Vup`s original storyboard, detailing Carl the Car`s actions. These ideas were then taken and recreated using DPaint. Amongst his many abilities, Carl can jump, turn on a six-pence, and lob smart-bombs with his trusty retractable hand - he even grins smugly after he has cleared the screen!









Drawing its inspiration from the old `Painter` games, comes Core`s third solo release – Car–Vup. Set over forty horizontally-scrolling stages, Car-Vup involves guiding a Chug–a–Boom (remember him?)–style car across platform-laden screens, whilst avoiding the many hazards that are out to get him.

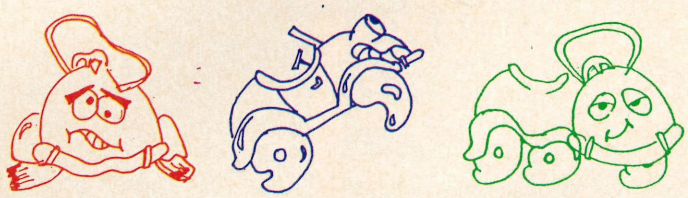
Each level is punctuated with a number of girders which double up as platforms, and our cute vehicle`s only aim in life is to ensure that every one of these is firmly secured with a bolt. This is achieved by simply rolling over each girder, and doing so results in a a securing bolt appearing directly below you – completely rivet each girder, and you will be whisked away to the next stage.

Easy, huh? Well, no. As can be expected, each stage features a number of evil meanies with whom contact is fatal. In addition, should you take too long to complete your task, then a small red devil by the name of Turbo appears and chases you around the screen. Finally, before exiting to the next level, waiting for you at the final stage is a massive end–of–level guardian, and he must be disposed of with any of the additional weapons you stumbled across along the way.

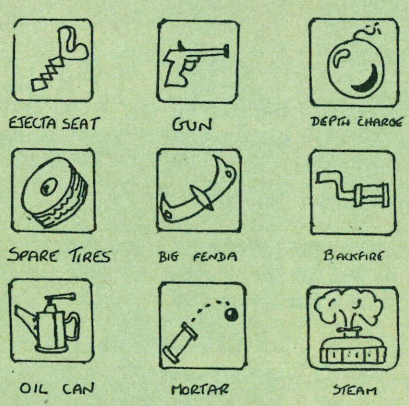
Car–Vup has been in development for five months now, and is a big departure for Core. Whereas in the past they were renowned for sprawling platform romps such as Rick D and Switchblade, as with Corporation they have opted to test new ground, and as a result, Car–Vup won`t boast Earth–shattering graphics, but the emphasis will be on its playability. All that remains to be added are the end–of–level monsters, and some small animation touches, but the main bulk of the code is up and running. Expect a review, hopefully, next month.

Finally, on the Core front Kevin Bulmer is just putting the final touches to the scenario for Corporation II which will take the Zodiac Squad into new territories. It won`t be released for a year, but more news as we get it.

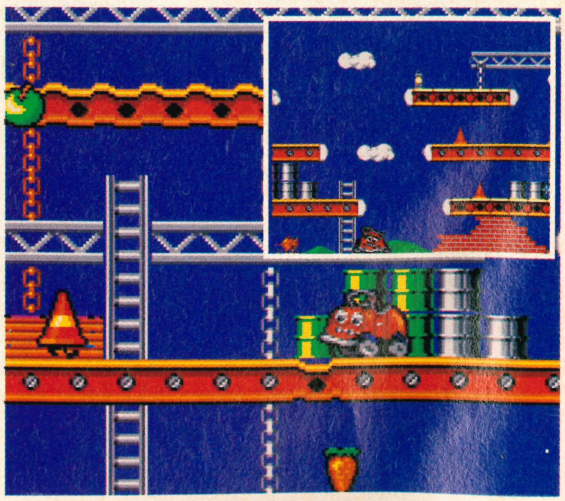
As our red-fendered friend trundles along the platform-like girders filling the missing rivets, literally hundreds of bonus objects drop from the sky. These range from bonus-giving fruits to letter icons which make up the word BONUS, and collecting the latter results in a fancy congratulatory firework display.



BONUSES



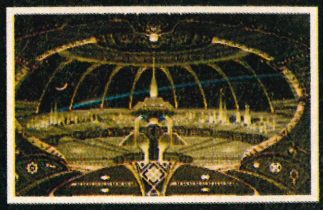
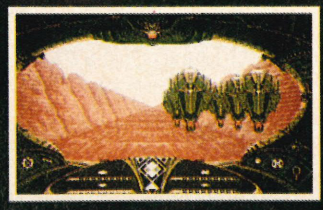
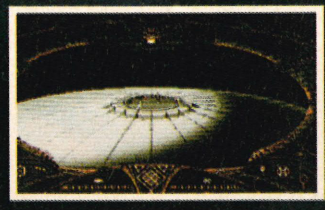
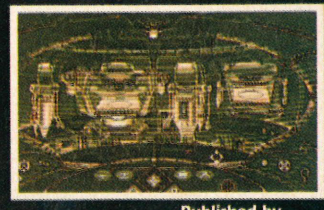
The original ideas for Car-Vup were all jotted down and tested for feasibility. In all, there are eight scenes within each of the five levels, and each scene is three screens wide. In addition, the many collectable bonuses have been sketched out, and range from a mortar bomb which is fired from Carl`s back seat, to a jet of steam which will singe anything above you.



Control over Carl is via the joystick and he will continue to roll the way he is facing unless you dictate otherwise. The game`s controls have been made simple deliberately, and the only times you need to hit the firebutton is when you want to jump (or fire when you have collected the all-important weapons) and when you want to turn around - this may sound over-simple, but proves surprisingly effective.

PHANTOMS

THE UNTHINKABLE BECOMES REALITY

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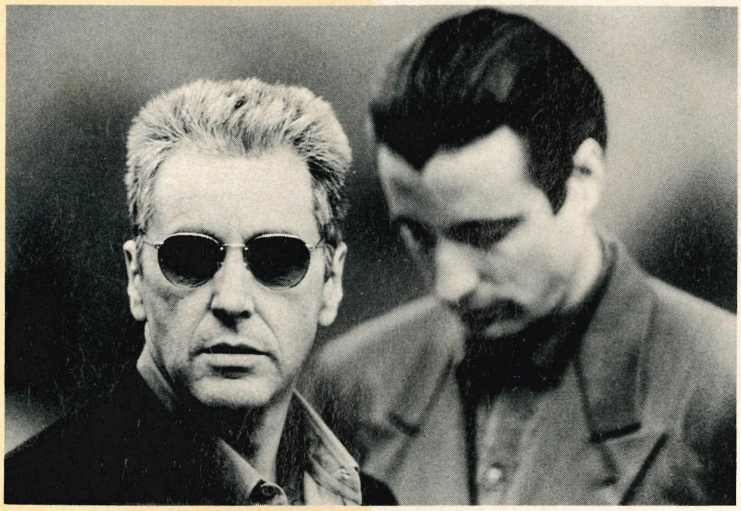
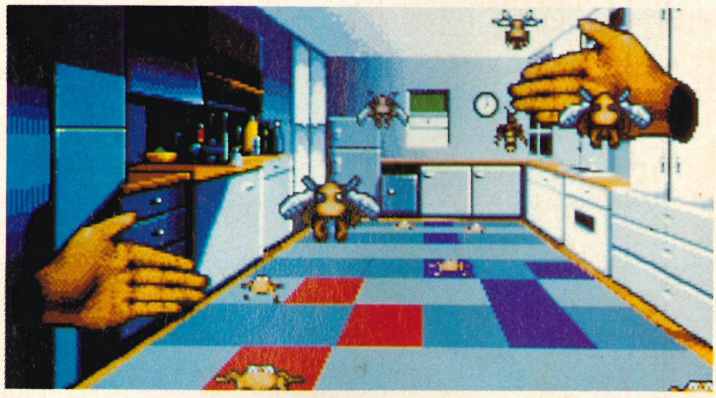


It has just been announced that U.S. Gold have secured the rights to the film licence of The Godfather III. The film stars Al Pacino and Andy Garcia and is directed by Francis Ford Coppola. To maximise the licence, U.S. Gold are not just releasing one game but in fact are to release two. There will be a high-level interactive-adventure game and an action-game. This way, the licence should appeal to both blast fans and those who require a little more thought.The game is planned to appear at the same time as the film release. No price has been set as of yet but we will tell you as soon as we know. Next month, hopefully, we will be able to print some screenshots.

AUDIOGENIC EXTERMINATE THE OPPOSITION

Two new releases under the Audiogenic label come in the guise of Exterminator and Super League Manager. They have also produced a re-release of Helter Skelter which has been mentioned in the snippits section as the game was not reviewed in Amiga Action.



We must confess that we have not actually played the Arcade game of Exterminator but the shots we were sent promised good things. Expect to see Exterminator in late November and £24.99.

AUDIOGENIC: SUPER LEAGUE MANAGER

The second game under Audiogenic's belt is a football management game entitled Super League Manager. The press release informed us that there are plenty of unique features as well as a very high level of interaction. Will Super League Manager become the best footie management game around? We'll see.

Can footie management games go any further? Audiogenic obviously think so. Super league Manager also comes with an optional link so that the game can be joined up with Emlyn Hughes International Soccer.

The cion-op looks more like a garden shed and has apparently only hit the streets fairly recently. The conversion looks very similar and if it plays as well, we should be in for a goodie.

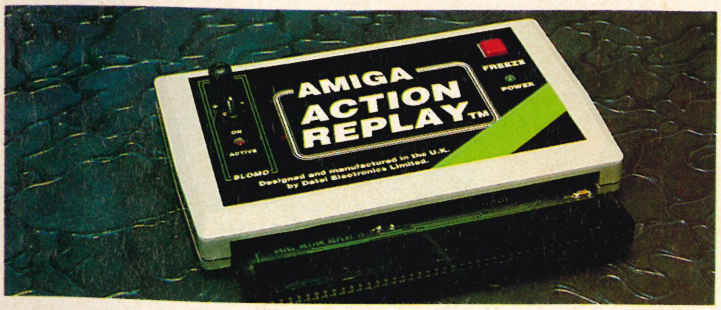
EXTERMINATOR

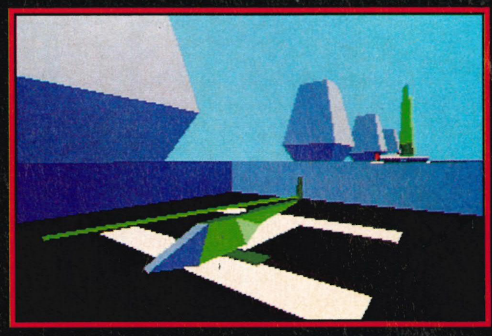
There's not really a lot that we can tell you about Exterminator, except that it is weird. This is Audiogenic's first coin-op conversion and it features one of the most unusual arcade games ever seen. Unless you have actually played the arcade game, then you will have to make of it what you will. We can reliably inform you that insects are involved (helpful, eh?). More news as it comes in.

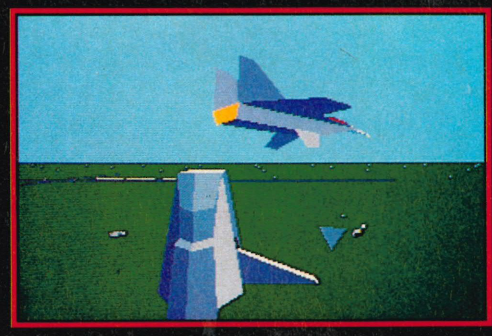
AMIGA ACTION REPLAY

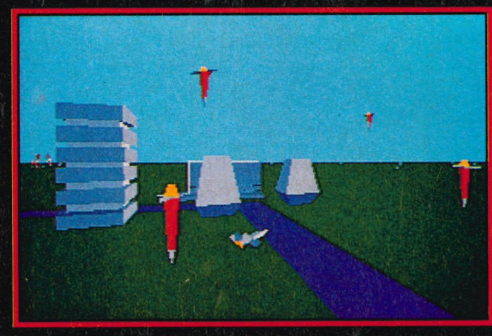
Datel Electronics have taken their best selling Action Replay cartridge and made it even better in their MK II version which is now available. The new Action Replay MK II not only has all the features of the MK 1, but by use of re-designed hardware and a new 128K operating system, now offers a greatly increased range of facilities. These include, Music Sound Tracker, Disk Monitor, Instant DOS Commands, Boot Selector, Autofire Manager and many more. In addition, all programs, Music and Picture files are now saved directly as Amiga DOS and IFF files. The price remains unchanged at £59.99. There is also an A2000 version available for an extra £10.00 which seems very reasonable to us.

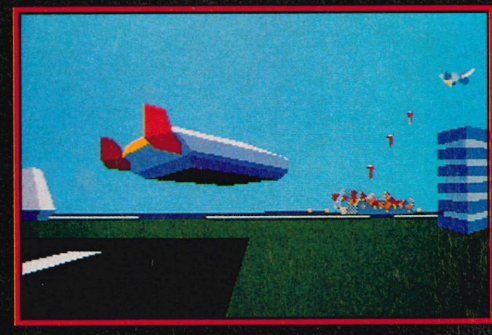
This is the ultimate freeze machine for the Amiga and includes many other functions. If you require further information please contact Datel Electronics.











ARMOUR-GEDDON

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Build up your arsenal by collecting enemy resources to help develop and create your own new weapon systems.

Featuring a sophisticated head-to-head serial link enabling 'being-there' realism between two players.

Armour-Geddon: Strategy and simulation synthesized to perfection.

Screen Shots from the Amiga version.

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SNIPPETS REVIEW

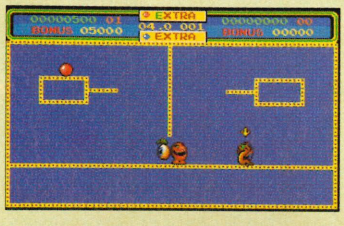
HELTER SKELTER RE-RELEASED

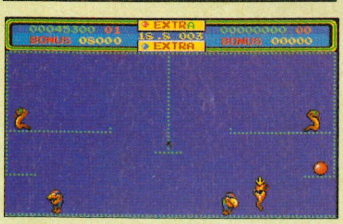
Helter Skelter was not reviewed in Amiga Action. Don't ask us why but we always admit our mistakes – unless it will get us into trouble in which case we lie. Fortunately, Audiogenic have re-released Helter Skelter and we have taken advantage of this decision and decided to do, what we will call, a Snippits-Review.

Helter Skelter involves a little ball called Billy the Ball – how original. He must bounce his way around the many different levels while crushing the evil monsters that lurk around the platforms. He has to squash them in the correct order otherwise they will double and he will find himself with twice the work.

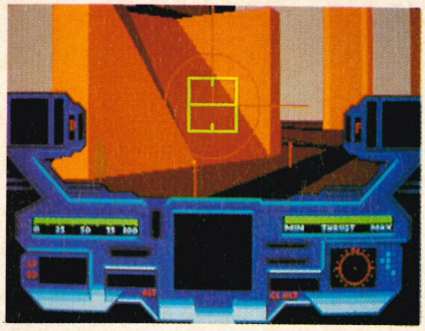
Occasionally, special bonuses and tokens appear which must be collected. If Billy cannot manage all the nasties himself then another player can control Bobby – his cousin. Although very simple in design and look, Helter Skelter is a very enjoyable game which offers plenty of excitement and bucketfulls of playability. You'd be a fool to miss the re-release.

GRAPHICS: 76%
SOUND: 74%
OVERALL 78%





EVERY CLOUD HAS A SILVER LINING



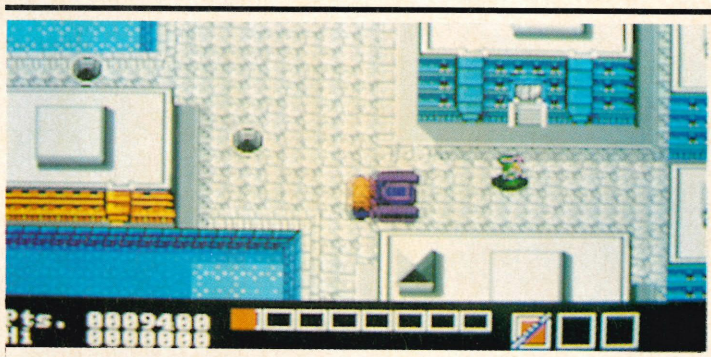
Killing Cloud boasts sophisticated flight and driving simulations which become an important part of the game. When actually driving or piloting, the landscapes are represented in superb 3D that moves smoothly and quickly.

As a cop of the city of San Francisco you can question anyone that you feel may be able to help you to stop the Killing Cloud. As this is the future, only the most sophisticated hardware is used by the police department. Once you feel that you have someone who may be able to help you, you can then question them by reading their brains.

Imageworks have been extremely busy lately and look set for an active Christmas. Vektor Grafix, those ace bods responsible for the flight sim, Fighter Bomber, are combining the latest technology with frenetic action in their latest release, Killing Cloud.

Set at the turn of the 21st century, the Killing Cloud, a mass of toxic waste, has appeared over the city of San Francisco and has already decimated half of the population. You play the part of a beleagured San Francisco cop who has taken on the task of solving exactly how the cloud got over your city, who sent it and how you're going to save the remaining population of the city.

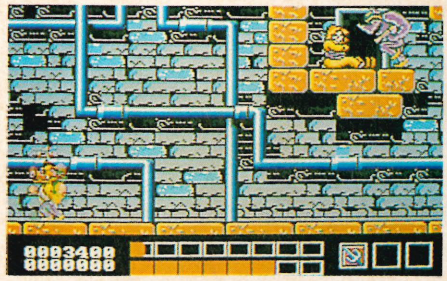
You later discover that the Black Angel leaders, a group of violent and murderous hoods, are taking advantage of the confusion and have begun a wave of crime and you realise that you are going to have to stop the gang before you can rid the city of the Killing Cloud. The game is scheduled for a Christmas release and will be available on the Imageworks label. The price will be set at £24.99.



The turtles must make their way around the city of New York while fighting the Ninjitsu experts. You can only control one Teenage Turtle at a time and so you will need to keep your eye on all of them as each one will be suitable to different tasks.

THE TURTLES ARE ON THEIR WAY

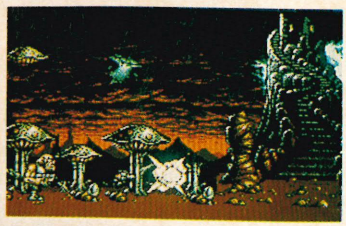
Obsessed by revenge, the Teenage Mutant Hero Turtles are to rescue the lovely April O'Neil who has been captured by Shredder – a maniac more menacing than an army of altered Bruce Lees. You must take control of each turtle and travel through the deadly streets of New York. There are six different territories that must be explored. Along the way you will encounter Mouser infested sewers, criminally polluted rivers and villanous streets run by the terrorist team of Bebop and Rocksteady. You will need to utilise your martial skills to full effect if you are to rescue April. Teenage Mutant Hero Turtles will come out under the Imageworks label and will be released sometime around Christmas, although the press release did state September.



The turtles take their mission into some real seedy locations, but they're always guaranteed bother. Fortunately, they can carry weapons, such as the sai, nunchukas and pole. These weapons will help them in their mission against the evil Shredder

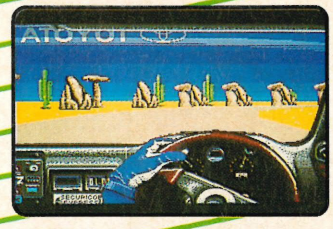
HEWSON GROPE THEIR RUBICONS

Programmed by Keith McMurtie with graphics by Mark Jones, Rubicon takes place some time in May and during the year 2011. Koala Island is disrupted by an accident in a Soviet powerplant – and radioactivity has spread a radius of 300 miles. Terrifying living mutations have been created through contamination. You must disarm the mutants before they can gather their power. Rubicon boasts 2 solid layers of parallax scrolling, and levels of 32 colour graphics as well as plenty of cannon fodder. The game will hit the streets in late 1990 with the price yet to be set.



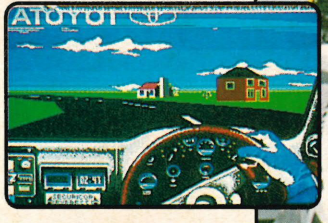
Zooming around the play area, you arm your lasers and blast hell out of the mutants.This is only an early mock up screen but the finished game will be out in late 1990.

TOYOTA CELICA GT RALLY



Screen shots from Amiga version

Endorsed by Toyota (GB) Ltd.



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- *Headlamps and windscreen wiper action.**
- *Navigator speech option.**
- *Day and nightime driving.**

* Only available on Amiga and Atari ST versions.

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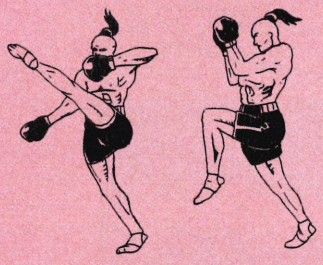
LORICIEL LOOK INTO THE FUTURA

THE ART OF KICK BOXING

Kick Boxing stems from the fighting art of Muay Thai, or Thai Boxing which has proved very poular. Kick Boxing comprises elements from Western boxing, Kung Fu, Karate and Muay Thai. It is normally fought under semi-contact rules but the Thai's prefer to see blood - a common event.

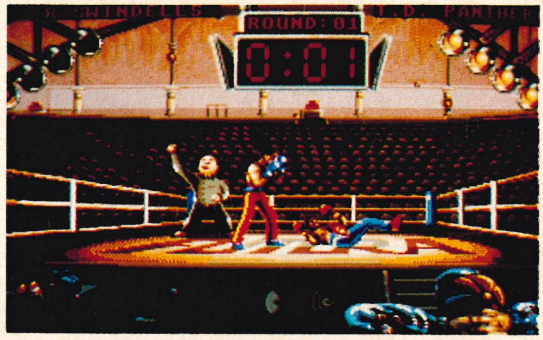


It has just been announced that the Loriciel software company, under U.S. Gold, have created a new label within their range, called Futura. Recently, Loriciel has taken the leap into the more serious side of gaming, what with Sherman M4 and Tennis Cup, and they now believe that releasing these types of games along with their customary arcade/action-style games could prove confusing to the public. Therefore, they have created Futura with simulations and serious software more in mind. This will now create a distinction between the two different genres. Action games will continue to appear on the original Loriciel label, but simulation/strategy titles will now be published on Futura. Futura are already busy with new software titles and Amiga Action will keep you informed of any new developments as and when they happen. They have two titles on the go already and these are Panza Kick Boxer and A.D.S which look pretty tasty already.

PANZA KICK BOXING

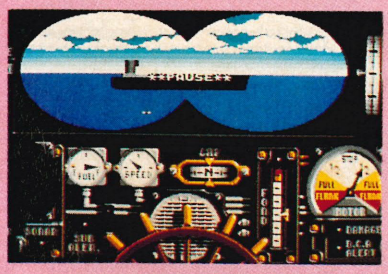
Although Futura have only been announced, Panza Kick Boxing has actually been in development for over two years. The programmers and researchers have worked very closely with Andre Panza to produce what they say will be the best beat 'em-up so far. The fighting moves of the boxers have actually been digitized from true-life footage of Andre himself. It boasts more than 600 frames of animation and 8 computer opponents. You can train your fighter with the coach in the daytime training arena or in front of a capacity crowd in the boxer's ring. A VCR mode has also been included which allows you to replay your fights so that you can scrutinise your opponent's tactics. Every time you win, your strength will be increased as well as your wallet. If you manage to defeat all your opponents then you will called champ.

As soon as the bell sounds, the fighters leap into the centre of the ring and start banging seven bells out of each other. The fights are dirty and each boxer comes with a vast array of Kick boxing moves.



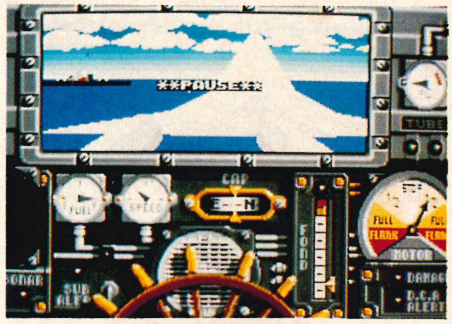
If you manage to knock your opponent's energy down to zero then he will fall to the canvas and you will be declared the winner. Every time you win, your strength will increase.

A.D.S.

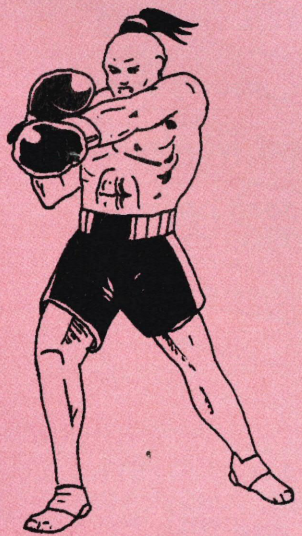


(Left) There are several different views in A.D.S under the new Futura label and one of them is the binoculars.

The first game to be released under the new label will be A.D.S - Advanced Destroyer Simulator. The game has been written by the same authors responsible for Sherman M4 and revolves around the navel battles of World War II. It re-enacts WWII battles that took place in the Mediterranean, the North Sea and the English Channel. A.D.S includes 15 different and challenging missions with gun-port and binocular views as well as views from the bridge, a la Sherman M4. The game will be available from U.S.Gold in January 1991.



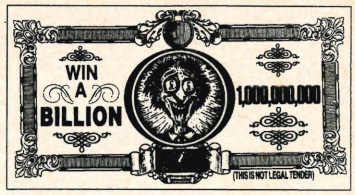
There are plenty of obstacles to negotiate when taking on the post of Admiral. Keep your eyes peeled for the enemy.



WIN THE UNITED KINGDOM

Impressions have just announced the release of their latest game, Win-A-Billion. The game is, in fact, a quiz game with Eddy `we've got ourselves a winner` Klutz as the computer host. The players get only a minute to answer an ever-increasing number of questions. Just use your mouse to select the correct answer from a list of five possibilities.Obviously, the prizes are high, one being Great Britain. Still, this is all fantasy and the only Great Britain you're going to win is the graphic representation on the screen.

Up to six contestants, or teams of contestants, take part answering questions on subjects ranging from music, films, sport, science, history, travel, TV, animals and pot luck. Win-A-Billion will be released on the Amiga in November at the meager sum of £24.99.



BADLANDS™

From the creators of the classic Super Sprint comes Badlands – a fabulous conversion of the popular coin-op.

It's been 50 years since the nuclear disaster and a new sport has evolved in the arid wastelands known as the Badlands. Sprint Racing with a killing touch is the sport – a destructive battle between armoured cars. It's all out war on the track as players blast the drone cars and each other to finish first.

Aggressive and dangerous, in the Badlands only the ruthless live to tell the tale. Customise your racer with extra missiles, speed, tyres, turbo boosts and shields. Avoid oil spills and a host of hazards to race the eight unique tracks which become more dangerous as the level of difficulty increases.

Badlands: For one or two players – its ruthless, destructive and great fun!

Available on: Amiga, Atari ST, IBM PC 3.5" & 5.25", Commodore 64 (cassette, disk) Amstrad (cassette, disk) Spectrum 48/128 Spectrum +3, Spectrum 48/128

Programmed by: Teque London Ltd

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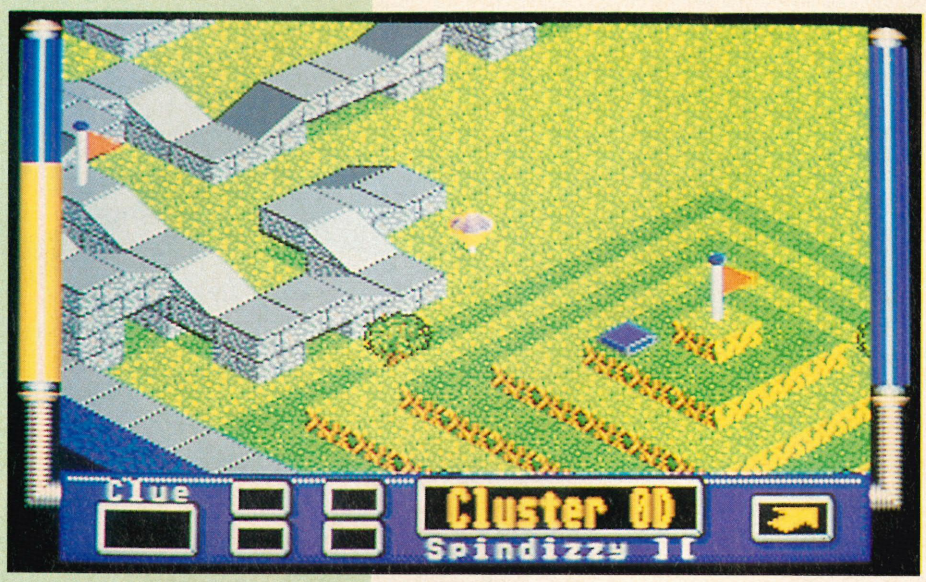
Amiga & Atari ST Screenshots

TENGEN
The Name in Coin-Op Conversions

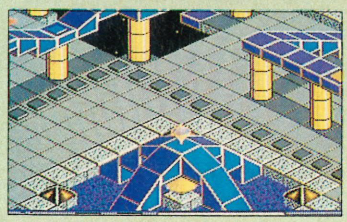
DOMARK

THE RETURN OF GERALD

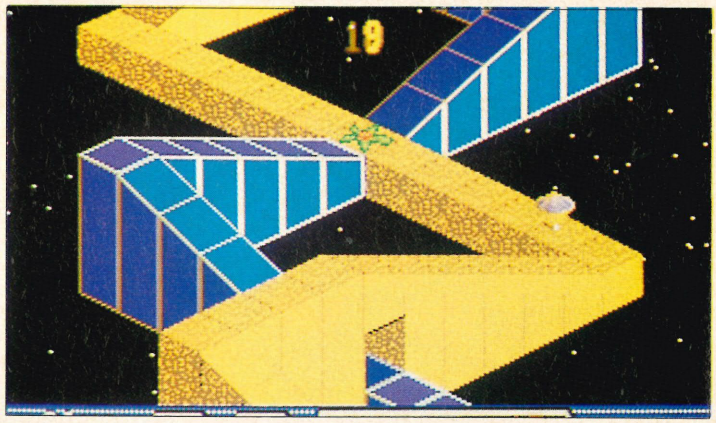
Despite what some may describe as problems and a decision to pull out of the 16-bit games market, Activision intend to go out with a blaze of glory with two sequels to two of their best games...

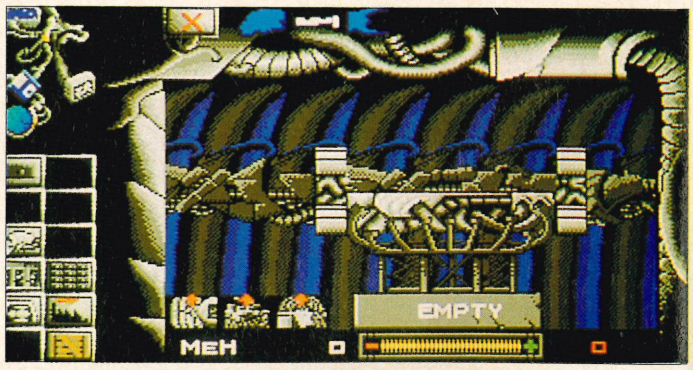


One of the better games to grace Uncle Alan`s Amstrad CPC computers was Electric Dreams` Spindizzy. A variant on the popular Marble Madness theme, Spindizzy involved the mapping of a 512 screen play area, and you had to guide the game`s hero Gerald so that he could log each screen as he entered them. However, not only did he have to record each screen, but he also had to recover a set number of valuable diamonds. As can be expected, Gerald`s task was hampered by rogue spheres and beings that didn`t want their homes mapped, but Spindizzy`s main plus was the puzzle factor created with the addition of switches which – if used correctly – could open up previously inaccessible areas.

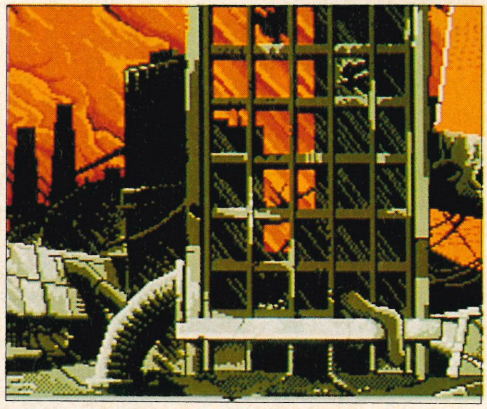


Gerald is set to make a comeback in the devastatingly originally-named Spindizzy II. As in the original you must guide Gerald – who has lost his shape-changing abilities somewhere along the line – through a number of gem-filled landscapes. You must collect the gems within the strict time-limit. Programmer Paul Shirley (he of Quartz), has basically dumped most of the original Spindizzy ideas onto the Amiga, and has expanded on them with ideas that the 8-bit machines couldn`t squeeze in. Expect a review as soon as possible.



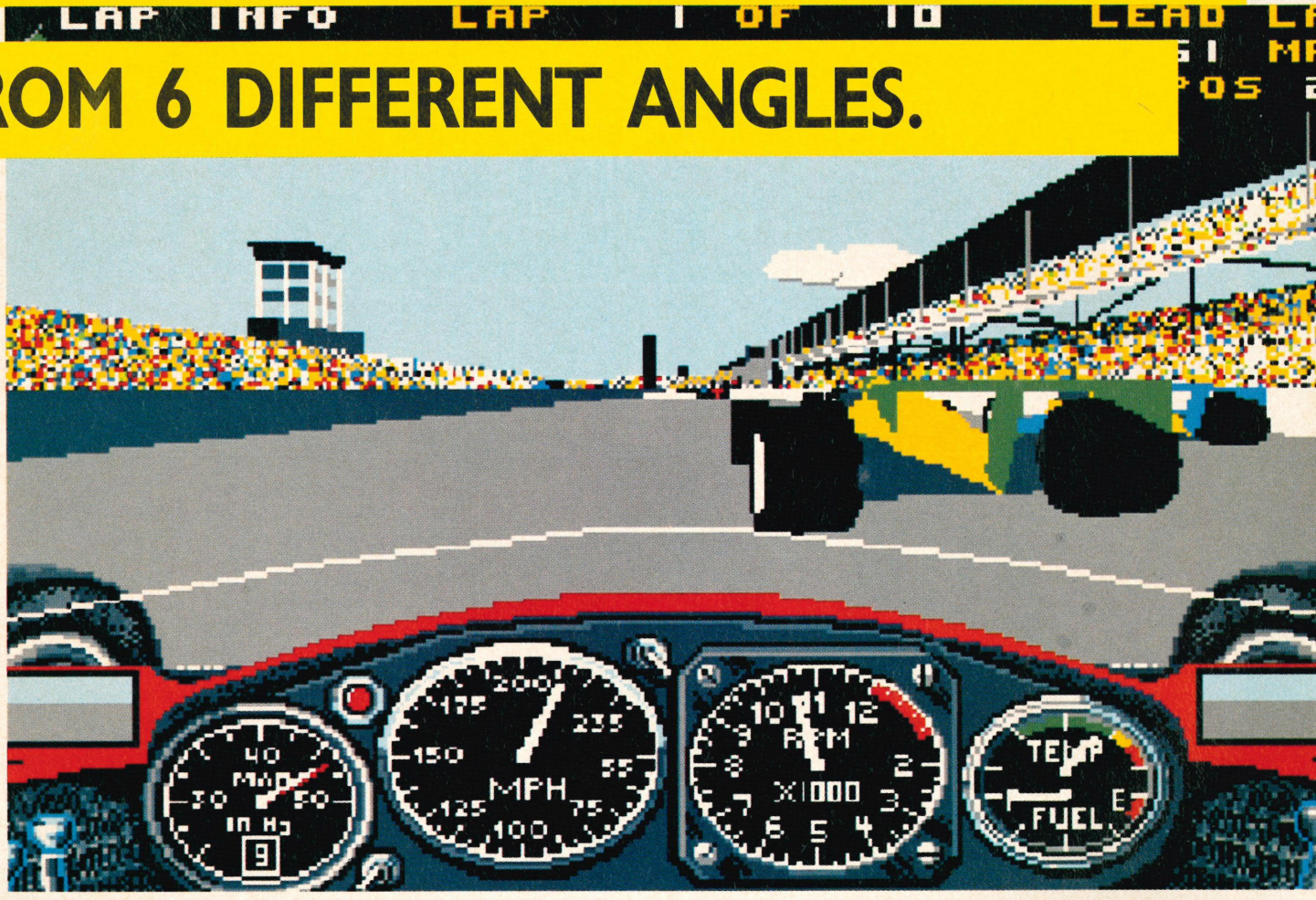


The second sequel, is Deuteros, the long-overdue follow-up to Millenium 2.2. Set a thousand years after the events in Millenium (a sort of Millenium 3.2!), once again you have been sent to boldly go where no man has gone before and colonise new planets for your people to live safely on. However, an intergalactic Pilgrim`s life is never an easy one, and alien factions are out to stop you becoming a dominant force and may occasionally attack to put your advancement back a few years.



Once again, Jai Redman is providing the graphics, and as well as looking similar to those of the first game, he has also been allowed to design alien landscapes and new colonising devices – the results of which are superb. Again, expect a review soon.

THE SPEED IS KILLING AND YOU CAN WATCH YOURSELF DIE FROM 6 DIFFERENT ANGLES.



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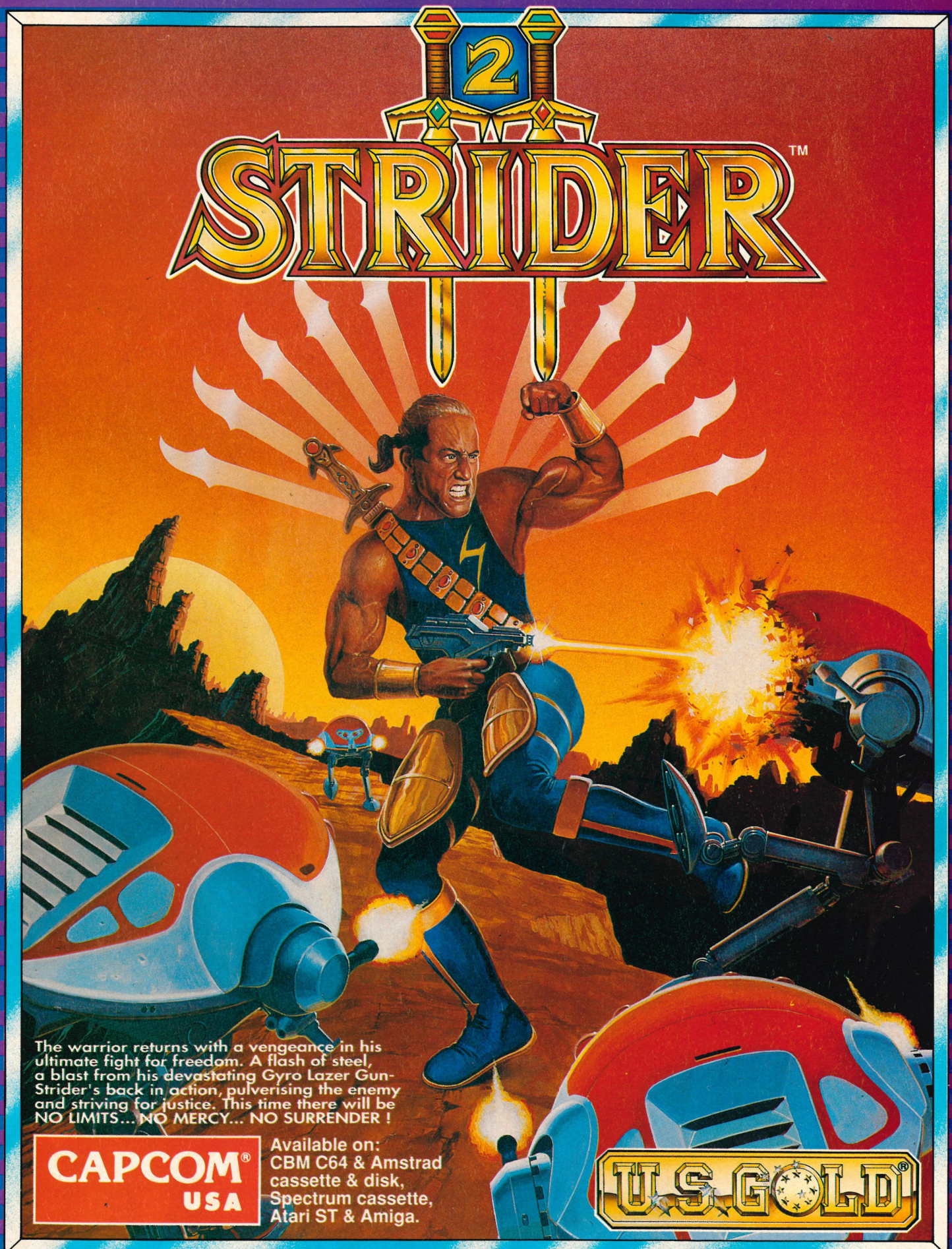

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COMPUTER SHOPPER SHOW '90

Wembley, London • 6-9 December

BARGAINS are the name of the game, and games will be there by the hundred at The Computer Shopper Show. New releases, old favourites and compilations, many at special show prices, will make Shopper a must for Amiga gamers wanting a Christmas treat.

The 26,658 visitors to last year's inaugural show at Alexandra Palace saved around £1 million on special offers. An exit poll of attendees revealed that in excess of 95 per cent considered purchases there had resulted in "substantial savings" with reported figures ranging from £50 to £1,000.

This year, the larger venue of Wembley Conference Centre will accommodate many more stands and with an extra day added, Shopper '90 is tipped to double that record.

Well known for their Amiga packages, Impressions will be out in force at Shopper with their latest games offerings. Having their first exhibition showing will be Win a Billion, a computer version of the TV game show and Striker "a completely different kind of soccer game". Impressions will also feature power politics and global warfare simulation The Final Conflict; space shoot-em-up The Last Starship; strategic simulation Blitzkrieg May 1940 and arcade epic Legend of the Lost – all the latest Autumn titles.

The Amiga Light Phaser Gun will be the centrepiece of the US Action stand and will be bundled with a new hunting game. Also featured will be ram expansions and a tutorial disc for Deluxe Paint.

As well as running the Computer Football Association finals at Shopper, Mutant Software will have a range of games on sale and Public Domain buyers will be catered for by Public Dominator.

AMOS: The Creator, from Mandarin Software, already has a huge following and fans of this creation package will have their first chance to see the next in the series AMOS 3D on demonstration. In a big screen presentation, traditional to Mandarin Software's exhibition appearances, AMOS 3D will be put through its paces along with the latest in the successful Fun School educational series – Fun School 3.

Shareware for the Amiga will have its spot at Shopper on the Advantage stand which will also include many useful peripherals while Andrews & Cowen will be selling Amigas together with external drives and a range of leisure software.

Shareware discs including games, utilities and business packages will also be featured by Gemini Software and Harpers will feature Amiga hardware plus a variety of interesting accessories.

The more serious Amiga users will also have their share of interesting products.

Making its exhibitions debut at Shopper will be the Amiga version of K-Spread 4, the latest accounts package from Kuma. Also available will be Adimens 3.0, an advanced relational database produced in association with ADI of Germany. Kuma will be offering

special show prices on K-Roget, their computerised Thesaurus.

New at Shopper will be an improved version of Micro English, the educational package from LCL. It has been specially designed to cover the new oral communication secion of the National Curriculum's 1991 syllabus and will be seen along with a wide range of other LCL education packages covering Maths, English and French.

For those who want the new Version 5 of word processing package Protext, it will be available on the Arnor stand along with their database program Prodata. Good deals on Amigas plus a wide range of peripherals will be on offer from Brighton Computer Supplies and many visitors will have their first chance to see the Amiga version of the popular Flexidump package from Care Electronics.

Expandable upgrades for the Amiga, Kick Start cards and virus protectors will be the offerings from new company European Peripheral Distribution, making their Shopper debut, while Evesham Micros will be selling external drives, printers, ram upgrade boards and a variety of software at attractive prices.

G&S Computers will be giving demonstrations of energy management systems while offering good deals on Amigas; GPS will be unveiling a number of new Amiga software titles from the USA and among the offerings from Gasteiner Technologies will be the Amiga-compatible Gasteiner Mouse.

Amigas, software and peripherals will be on sale by Micro Anvika while Microtext will be featuring their teletext adaptors with supporting software.

COMPUTER SHOPPER SHOW '90
Wembley, London • 6-9 December

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50p OFF

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Thursday 10am – 6pm, Friday 10am – 6pm
Saturday 9am – 6pm, Sunday 10am – 5pm

In addition to seeking customers for their Amigas and software, Miles Better Software will also be using Shopper to seek out a suitable distributor for their Amiga tracker ball

Rombo will feature their Vidi-Amiga frame grabbing package and Public Domain packages will be on offer from both Senlec PD Library and Softville.

When Silica Shop go to a show, they usually pack nearly all their stock onto the stand. This year's Shopper will be no exception. Among their bonanza of Amiga buys will be ATonce, the world's first 80286 PC AT emulator, Vortex hard discs, text editor Cygnus Editor II plus the file convertor and image manipulator The Art Department.

Amiga specialists Third Coast Technologies will be offering disc drives, printers, monitors, memory expansion boards and video genlock systems while WTS Electronics will give good deals on hardware for the Amiga 500. This will include Mammoth Memory 512k ram expansion, external disc drives and a power supply unit. WTS will also be pleased to tell visitors about their repair and upgrading services.

To find your way to the best products and bargains, use the floor plan and exhibitor list which appeared in last month's Amiga Action.

WITH such a wealth of products on offer and much more besides, Amiga owners will be thankful that the new Wembley venue for Shopper is easily accessible.

By underground, the Jubilee or Metropolitan (Stanmore) lines take you to Wembley Park and at peak times, Bakerloo can be taken to Wembley Central.

Regular trains run to Wembley Central from Euston or Broad Street and to Wembley Stadium from Marylebone. By car, Wembley is easily reached from the M25, M40, M4 or M1.

Shopper runs from Thursday December 6 to Sunday December 9 at Wembley Conference Centre and will be open from 10am to 6pm on the Thursday and Friday; 9am to 6pm on Saturday and 10am to 5pm on Sunday.

Admission is £5 for adults, £3.50 for children under 16 with £1 off for tickets booked in advance. Also available is a pre-paid family ticket covering two adults and two children for £12. There is still time to use the ticket hotline for credit card bookings. Ring 051-357 1736.

THE Computer Shopper Show 1990 will be used as a vehicle to raise money for The Starlight Foundation, a charity set up by Dynasty actress Emma Samms to grant the wishes of seriously ill children.

Starlight has been operating in America since 1982 and there are now thriving offshoots in Britain, Canada and Australia. Through its work, wishes as diverse as flying in a jet fighter, meeting Santa Claus in Lapland, owning a puppy and marching with the Scots Guards have been arranged for critically ill and handicapped youngsters.

"We are delighted to work with Blenheim Database, organisers of the Computer Shopper Show, who are pulling out all the stops to help us during the event", said Iva Sheinbart of the Starlight Foundation. "It is our hope that visitors to the show and exhibitors will rally round and help provide these unfortunate children with a moment of happiness that will live in the memories of their families".

AS part of its promotions for The Computer Shopper Show, Blenheim Database Exhibitions have launched the largest ever leaflet distribution for a show of this kind.

One million leaflets have gone out to potential visitors with 19 issues of the UK's top computer magazines and by direct mailshot to the 26,658 people who attended last year's show at Alexandra Palace.

Underlining the scope of this exercise, the leaflets weigh in at five tons and if laid end to end would stretch from Bristol to Leeds.

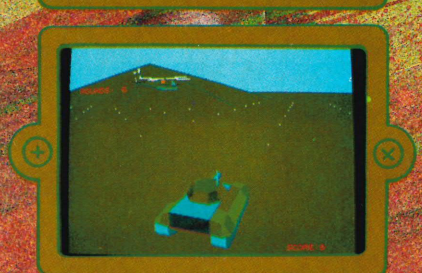
THE Computer Shopper Show is going for a place in the Guinness Book Of Records. To add to the happy seasonal atmosphere which is a hallmark of Shopper, it aims to pack in the largest number of Santas ever collected under one roof.

Stands will be seasonally decorated for an exhibitors' competition and staff manning them have been asked to turn up in Father Christmas costumes. With 280 stands and co-operation from exhibitors, visitors young and old will enjoy the festive sight of between 600 and 1,000 Santas.

COMPUTER
SHOPPER
SHOW '90
Wembley, London • 6-9 December

ENTER FIRST INTO BATTLE... LAST TO LEAVE

Battle



ATARI ST
CBM AMIGA
IBM PC &
COMPATIBLES

Set in the near future, as an alternative reality, BATTLE COMMAND is an arcade/strategy game in which the player controls a single "MAULER" Assault Tank in one of 16 scenarios (missions) in the ultra war, fought between two dominant races in the NEW WORLD. The latest phase of the North/South war has been going on for over 10 years, with a stalemate eventually developing - a standoff between armies massed over a long dug-in battlefront. Such are the defensive capabilities of each side, full scale attacks are suicidal, so any offensive moves are, by necessity, small "behind the lines" actions performed by elite troops in specially designed vehicles. The Mauler is the latest such machine - capable of being lifted in and out of hostile territory by fast stealth choppers and armed with the most advanced weaponry the Northern scientists can devise.

ocean

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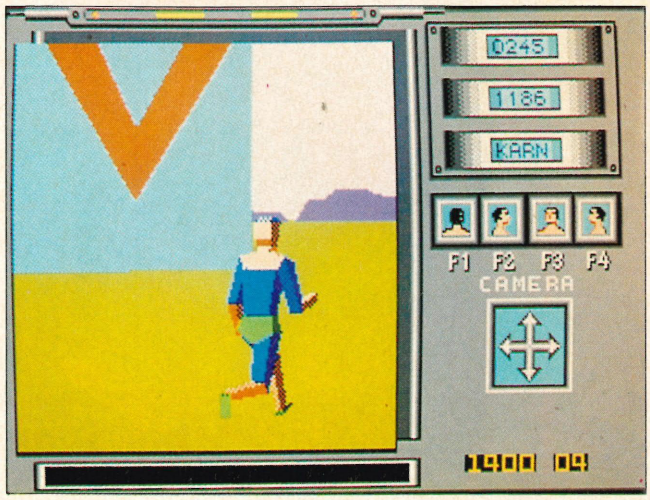
THE ATARI ASSAULT

Atari have been extremely busy lately and must be employing robots to do the development on their games. Not only are they fast in coming, they are also of a very high standard. Competitors watch out! Under the Arc label, Atari are releasing a swarm of new releases, two of which are reviewed in this month's Amiga Action. Next month will see a review of Defender II and Gettysburg. Arc have four products up their sleeve which icludes a compilation based on the Battlescape games. The other three games are stand-alone and combine Cyber Assault, Gettysburg and Defender II.

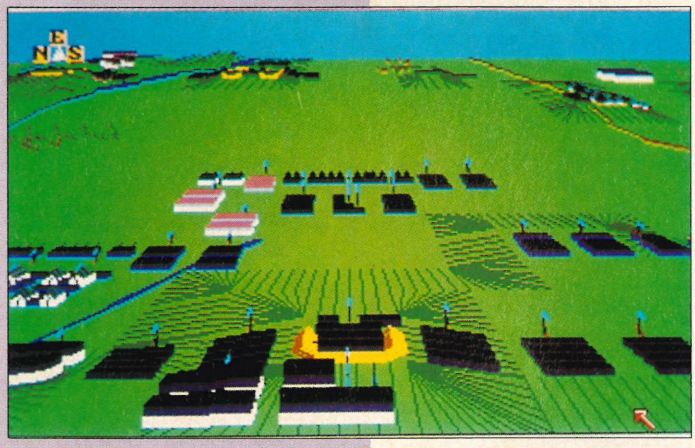
CYBER ASSAULT II



Cyber Assault is a simulation that incorporates 3D filled polygons that make up the complex and unrestricted world that Trax, an exo-skeletal humanoid, who displays over seventy faces animated accurately at fifteen frames per second (phew!).

Years ago you murdered a civi-cop and were then imprisoned for life. Once a year the worst prisoner is given the chance of freedom by entering the Cyber Assault. Win and you are free. Fail and you're a dead man.

Cyber Assault should be available for December with the price set at £24.99.



GETTYSBURG

This is the third title in the highly acclaimed Battlescape series and revolves around the American Civil War. Gettysburg was a massive confrontation between 70,000 troops under General Lee and 90,000 Union soldiers under General Meade. Now you can re-enact the events and maybe even change history. Gettysburg will be reviewed next month. Its price has been set at £29.99

DEFENDER II

Even though Defender came out many years ago it still is as popular as ever. Now, Arc have released the sequel – Defender II. The game actually offers the original Defender and Stargate together with the sequel – three games all in one. The aliens are back and in greater numbers. Their mission is to grab more humanoids and suck their brains dry! Since Defender, the aliens have improved their arsenal, technique and experience. Fortunately you have also improved. Defender II will be reviewed next month and will retail at £19.99

BATTLESCAPES TWINPACK

As mentioned before, Battlescape was the innovative 3D battle concept designed by Arc. Their first two titles, Borodino and Armada, did very well and offered the serious wargamer with realistic facts and interaction as well as a visually pleasing display. Armada retraces the battle that occurred between the English and the invading Spanish. The English chased the Armada for some distance before the two fleets finally engaged. The Spanish ships were set off in disarray and many floundered on the rocks around Scotland and Ireland. Borodino places you in command of Napolean or Prince Kutusov and concerns the turning point of the Napoleonic Wars. 131,000 French met 120,000 Russians and gained little more than a moral victory. Next month we hope to present a special on the Twinpack along with Gettysburg. The price for the Twinpack is £29.99.

IT'S WACKY
IT'S CATCHY.....

.....IT'S MORE THAN
UP TO SCRATCHY.

9LIVES

Bob Cat has a girl in every town, but there is one who is special to his heart; Claudette Cat. Claudette has the biggest eyes you've ever seen and Bob aims to make her his Queen. Off Bob goes to sing his night song, but arrives just in time to see his beloved being whisked away in a net by two of the Mad Scientist's men. What horrendous experiments will the scientists carry out on old cutie paws? Can Bob save her in time?

Discover new wonders of animation around every corner and new levels of endurance in your joystick hand.

Screen shots from Atari ST format.

The platform game is back and how! 9 Lives contains some of the greatest animation ever seen in any computer game, its playability is amazing the desire to rescue the curvaceous Claudette Cat will keep you mapping for hours on end.

RAZE MAGAZINE 93%

- Four massive levels each featuring over a hundred rooms.
- Stunning animation.

ARC
REACH OUT FOR THE POWER

- The ultimate in platform playability.
- Original game soundtrack.
- Includes FREE colour poster.

Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.

REACH OUT FOR THE POWER OF ARC
ATARI ST · CBM AMIGA £24.99
ARC, P.O. Box 555, Slough SL2 5BZ.

IVAN 'IRONMAN' STEWART'S

SUPER OFF ROAD

GRAB THE WHEEL, AND HIT THE NITROS!

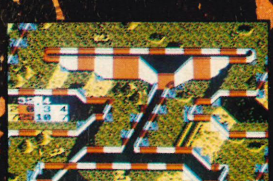
AMIGA

ATARI ST

IBM PC

C64

AMSTRAD



SPECTRUM

"Highly recommended" - *The One*

"Simply the best - and will be for a long while yet."
94% overall - *C&VG*

"Best overhead racing game on the market and a must for all racing fans." 92% overall - *Sinclair User Classic*

"A great game full of road wrecking fun."
90% overall - *A Crash Smash*

Virgin GAMES

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THE ARCADE SMASH!

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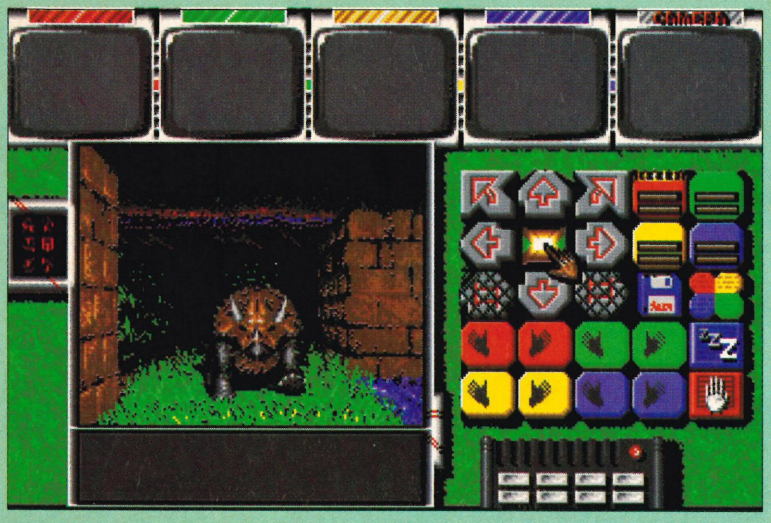
NEW BLOOMS



Ever heard of Tony Crowther? Well you will, because he is the clever little human who is responsible for Mindscape`s latest game called CAPTIVE.

Take the basic design of DUNGEON MASTER, add another few thousand variables and hurl the whole game forward through time and space into a science fiction nightmare; and you`ve got the scenario for a game which will soon be leaping off the shelves into RPG player`s grasping hands all over the country.

It took Tony an hour just to explain some of the game`s features, by which time I would cheerfully have killed anyone to get my hands on a finished copy. Suffice to say that I think this little package has got all it needs to produce a real Christmas Cracker. Some mags have already reviewed the game and declared it a mega smash, (which is pretty smart of them as it ain`t finished yet), nevertheless I will be surprised if the final version doesn`t live up to the exciting demo which I saw.

Electronic Arts have come up with two new blooms which will be of interest to RPG players who are already hooked on the BARDS TALE style of game. Firstly BARDS TALE III is sure to be popular when it is released next January, but prior to this DRAGON WARS will be making its debut. This RPG has been written by the same team as the Bards trilogy and has a similar look and feel to it.

In addition to weapons you will be able to enlist the power of dragons to put a bit of fizz into the boring lives of your enemies. Lots of specialised skills can be acquired by your team such as Swimming and Forest Lore. Like its predecessors it`s not a game with instant appeal, but it has a depth that will ensure you are still hacking weeks later.

Well, did you make the long pilgrimage to the Entertainment and Leisure Show in London – or did you say, `Bogg It!`?

I may be small, but lucky for you, I am made of stronger stuff and I risked being trampled to death by the crazed ST users who were milling around in the hall. Those crazed ST users, no brains and all feet.

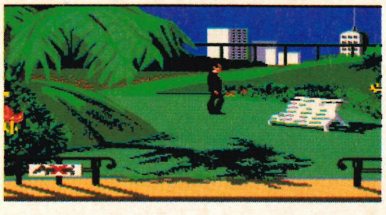
When I tell you that I had a great day out, saw tons of exciting new games; and met loads of human celebrities who were almost as famous as me, I hope you`ll feel as sick as an STE. Most of the time I spent lurking in the back rooms using my noble nose to sniff out all of the new games which are sure to be winners. So before you go buying NINJA BANANAS III, pay attention to what I`ve got to tell you. It will prove invaluable for the future.

Quik Kwip

Did you know that Atari ST Users can only count up to 21?

And they`ve got to be in the nude to get that far!

Perfect Pixel Positioning For Posterior Parking



I`ve had OPERATION STEALTH no longer than 10 days and I`m stuck. I have actually made it out of the airport, (no mean feat for me) complete with Mr. Martinez`s bag (razor and watch), plus some money from my American Passport. I`ve been taken to town by taxi and dropped off, after going to the bank and changing some notes (a `bench` of notes as it says in my game). I then visited the florists and bought a red carnation. I am now stuck. I have seen several reviews of the game in several 16-bit magazines and the same screenshot crops up in them all. A nearly dead agent lying on the grass in the park having his last conversation with the hero. When I visit the park this mysterious person refuses to bloody show himself. Where have I gone wrong?

Jim McDonald, Workington

Maybe he doesn`t want to speak to someone who swears. Or it might be that you look so scruffy. Why didn`t you tidy yourself up at the airport and at least have a shave with your super-duper razor? Your obvious lack of hygiene reminds me of the old Boggit saying:- `My throat is a dry as an Atari User`s Wash Flannel`.

There is another reason for your friend`s mysterious absence, he won`t appear until you sit on the bench. There is a pixel-perfect position you must find, which moves the hero to the bench and makes him sit down. Naff, naff, naff. I hate bogging French adventures.

Blast your Way to Freedom in Larry II

I am getting sweat stains in the pits of my polyester suit. I am losing my hair from scratching my head. LEISURE SUIT LARRY II is keeping me up at night. Who will save me from my plight? Can you, Oh Mighty Boggit, help me? I have heard from reliable sources that you are the one to see. If I may just rest myself on your couch, I will begin to tell you of my plight. This is how it happened.

I am on the island with the volcano. I cannot get any response out of the native chopping wood, although I can get to the top of the volcano, I cannot gain entry to the elevator. I have the matches and the hair rejuvenator.

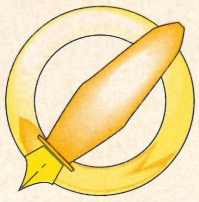
Oh Great and Might Boggit for whom the dog doth scratch and the miracle of gravity is as nothing, please help.

G. Lanphier, Jersey

I must confess that I`m warming to you. I do like to see a bit of respect in my humans. That pig-ignorant, wood-chopping native got right up my red hooter until I decided he was just there as a brown herring.

You are obviously feeling pretty sick at this point. What a pity you didn`t grab the paper sick-bag from the plane, it sounds as if you could use it now.

By sticking the bag in the bottle you could make a Molotov Cocktail. If you don`t fancy drinking it you could perhaps find somewhere to stick it.



STAR LETTER

Totally Baffled with Total Eclipse?

In answer to the plea from Mrs J. Frederick regarding TOTAL ECLIPSE (Issue 13), I have the TOTAL SOLUTION!

The room names are best refered to as their given names (i.e. Horakhty B, Horakhty C etc).

As she refers to rooms by letter only I do not know which level rooms she means. The levels are:-
HORAKHTY: A to J
NEPTHYS: A to F
RAMESSES: A to E
KHEPRESH: A to F
PHAROAHS: A to H
SHABAKA: A and B
SAHARA: A and B. (Yes there is a hut in the desert)
Also 2 entrances to the Pyramid (one at the back).

She must get all the keys and have 5 Ankhs left when she enters the Final Shrine (SHABAKA A)

The best way to defeat the shooter in the last room is to hide behind the monument and shoot the base of the monument repeatedly to destroy it.

A tip for The Illusion Room: Go North from D-A, East from A-B, South from B-C, North from I-F (which is the exit) then go up the stairs to get into the desert for the Desert Key. To return to the Pyramid, simply go West from F to D.

If any more help is needed she can write to me at 422, Clayton Road, Bradford BD7 2SH

Brian Abbott

COMPOST HEAP

The Boggit`s forest glade is blooming lovely, because he chucks all of the month`s rubbish games into his compost heap.

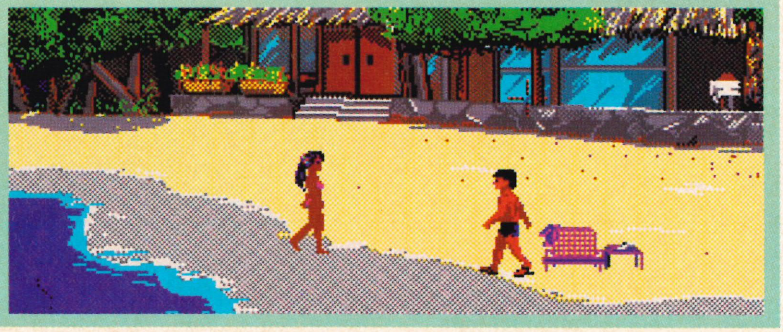
Sierra games revolutionised the adventure world by creating graphic adventures packed with puzzles and mystery which were popular with game-players of all types, making Sierra king of all they surveyed. That being said, I think the Emperor`s new clothes are looking distinctly dodgy.

Is it only me, or are others also beginning to wonder if Sierra`s new look games are such a great idea? Every Sierra game is now riddled with arcade sequences of a very inferior quality, and the difficulty level of the puzzles has been reduced to a point where the average player can complete a game in a week.

Because of the introduction of large sections of `hands off` animation and countless screens of beautifully drawn screens, the price of the games has spiralled upwards.

With the release of CODENAME ICEMAN, we now have a situation in which the characters move around like sleepwalkers in a Treacle Tin! Each screen takes an eternity to load, and long before you can walk your hero through the initial screens you`ve fallen asleep yourself. I`ll also go on record as saying that CAMELOT is the first Sierra adventure which I have thrown out of my treehouse for being BORING!

KINGS QUEST III contained more game-play in one disk than the recent releases each contain in six. Wake up Sierra, there is something rotten in the state of California that needs sorting out.



What a hero. A proper, little `Lawrence of The Desert` you turned out to be. Well I did promise a prize to whosoever helped this Boggitess, so I suppose I`ll now have to come up with the goods. I`ll send you something appropriate from my Petunia Patch.

An honourable mention goes to J. Trunkfield of Leicester who also sent me a solution, but as his scroll arrived second, he has to make do with my thanks. Aint life a Bitch!

Go for a Tramp in Personal Nightmare

I`m getting totally fed-up with PERSONAL NIGHTMARE. The puzzler is the Manor House. I can get upstairs and find the Tramp, but why does he have the things that I get rid off, (e.g. savings book, film, envelope, stamps)? Also I can`t open the boot of the car when I am in the garage. I have tried using the oxyacetylene torch, but it wont cut it.

My boyfriend would like you to give him some hints with Dungeon Quest.

Alison Green, Bristol

For a start I`d like to know why you still have the film and why haven`t you sent it off for processing? You should have found the free developing voucher in the dark room.

You can forget about opening the boot of the car, you should be concentrating on opening the nut under the car as this will release the sump oil. Oil and stone are good for sharpening axes.

The reason why you should be interested in the tramp is because, like our editor, he always carries a bottle of methylated spirits in his pocket.

The best tip I can give your boyfriend is to tell him to stop playing computer games and take you out dancing more often.

"Double Your Money" in Champions Of Krynn

After completing CHAMPIONS OF KRYNN I decided to play it once more and discovered how to clone a champion.

Starting with two blank formatted disks, put your saved game on one and keep the other for the characters.

Load a save game and then swop disk with the characters. Remove any character from your group and then load the same one back again. Now give all the best weapons and treasure to this character and remove him once more. When the program asks if you wish to write over this previously saved character answer `No`.

Write the new name for this character and save him to disk. You will find that both the old and new characters are now on disk and can be loaded back complete with duplicate possessions.

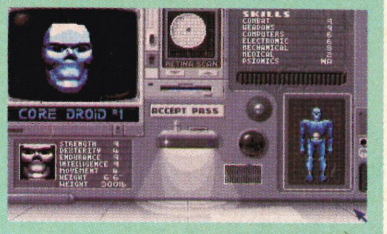
Cpl D. Morgan, RAF Honington

What a sneaky swine you are, but then I never did trust humans who wore Brylcream.

BOGGIT'S BOUQUET

Each month I stick my noble protruberance into the latest bunch of software releases and sniff out a winner suitable for the prestigious Boggit`s Bouquet Award. This month its CORPORATION from CORE DESIGN.

The line between adventure, strategy and arcade has once again been blurred with the release of this game. Crammed into the scrolling corridors there are puzzles, monsters and fast action which will appeal to fans of all 3 groups. If you think that puzzling out the solution to a computer controlled airlock is hard, try doing it while something spiky is roaring in your ear and biting at your leg. I defy you not to jump the first time an eight legged nasty clamps itself across the viewing screen.



The game does require you to think on the run; and the need to pot-shot roof spiders which can only be seen while you`re hopping on the spot, might not make this suitable a suitable game for grizzled adventurers. Those who prefer to take their action in relative calm while holding a cup of Horlicks in the other hand should perhaps look elsewhere, however more heroic young blades will have a ball lobbing grenades and stun bombs at everything which moves in these deadly corridors.

Getting the Bird in a Fishy Adventure

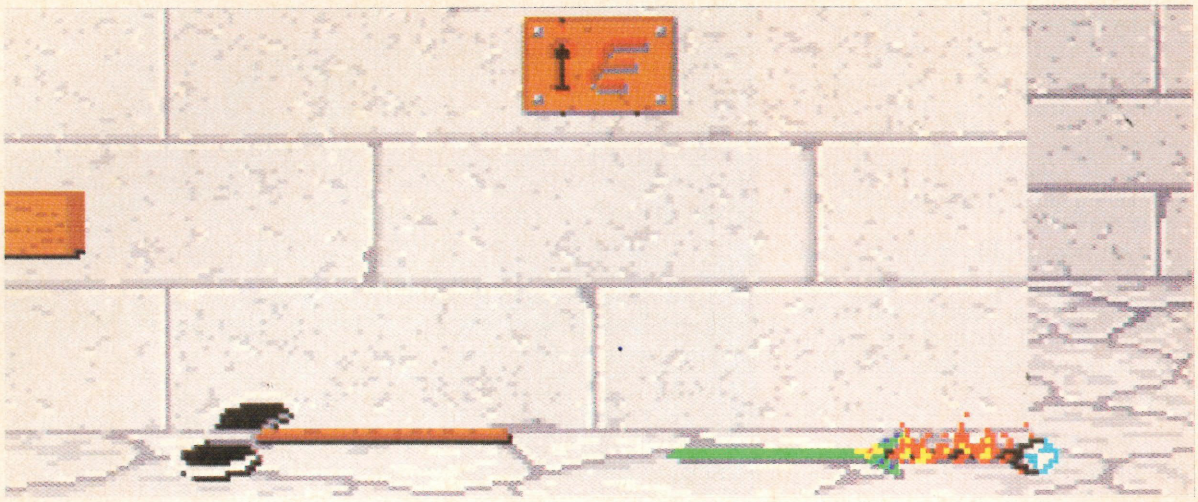
I think FISH from Magnetic Scrolls is a really brilliant game, but after struggling for the last two months to try and complete the Smooth Warp section, I`ve lost my rag, and just about given up. I feel compelled to write to you as I know that you have the answers to everything and that you will help.

I`ve figured out how to stop the bird blowing up and killing me, but for the life of me I can`t figure out how to get the gold disk out of the tree stump without Mickey Blowtorch killing me. Please give me a few hints, I'm nearly pulling my hair out. They'll call me Duncan Goodhew. I will be eternally grateful.

A. Crofts, Warmley

As I recall, it`s not the bird that explodes, but the cage that it`s in. What did you think you`d found, an exploding parrot? There is a simple answer to this problem and it just needs a bit of timing. If you release the bird and then travel to the tree stump and wait, you`ll find that Mickey simply moves away.

From the start - S,S,E,E,E. OPEN CAGE, OPEN CUPBOARD. W,W,W,N,N. WAIT.



The Ultimate Dungeon Master Cheat?

Here it is Bogbrush, the Ultimate DUNGEON MASTER spell which allows you to equip your party with duplicates of any object you possess. Using this method, every hero can be encased in identical armour and equipped with his own Firestaff.

Having found the Firestaff and joined it to the Power Gem, throw it through the large steel doors to prevent the exits to the upper levels closing. Return to Level 5 and seek the Treasure Stores. One of the rooms is filled with pits which open and close as you move around. Cast a FLUXCAGE on a few of the closed pits and then move around to make the pits open and drop the cages through. Jump down another pit and you`ll find the fluxcages in the room below. You`ll now find that any object you place into the cages may be removed over and over again.

DON`T throw anything into the fluxcages or enter them. It may take a few attempts and the game may crash, but be patient and you`ll have the best equipped crew in town.

Andy Bayliss, Nottingham

I have spoken with the FTL team and told them about you and your discovery, and their comment was pretty much the same as mine:- `How the hell did he find that out?` This has got to be the craziest cheat I have ever heard, and believe me I have read some weird ones in my time. I`ve checked out your Save game, so I know your characters really do have a Firestaff each, but I`ll let the other crazy Dungeoneers try out your method to prove that it works. Be warned, if it`s a wind-up, you`ll be limping till Christmas.

Sharpen Up Your Act With The Leisure Suit Larry`s Idol-Carving Kit

I beg you Great Lord and King of all Boggits to answer this plea concerning LEISURE SUIT LARRY III. I cannot find a sharpener for the knife Tawni gives you at the beach. Also Boggit of the Boggits, how do you get out of the office in Future Wars?

Tiggot, Cyprus

Now when my old Granny Boggit used to bake bread, she baked a whole week`s supply in one go. This meant that by the following Saturday, the bread which was left was so stale that only a Troll could bite a piece out of it. For this reason she kept one knife very sharp – to keep Trolls away. She wasn`t very bright was Grandma!

You could always spot Grandma`s house from the front step where she scraped the knife every morning. I suggest you take your knife to the nearest flight of stone steps and do likewise.

As for FUTURE WARS, you can start by balancing a bucket of water on the half open door of your boss's office.

I think it`s time I heard from YOU! Lots of muddle-brains write for help each month, which is all well and good, but aint it time YOU wrote and said what YOU think. Do you agree with the games nominated for the Boggit's Bouquets and the Compost Heap? What did you think of the game you bought on the strength of an adventure review in Amiga Action? I just know I`ll regret asking, but I suppose I should listen to you. DON`T DELAY – WRITE TODAY

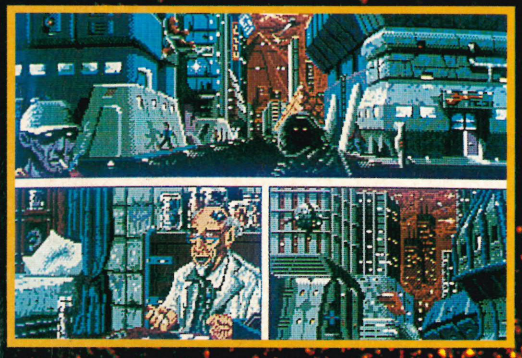
Boggits Domain
29, Blackthorn Drive
Larkfield
Aylesford
Kent ME20 6NR

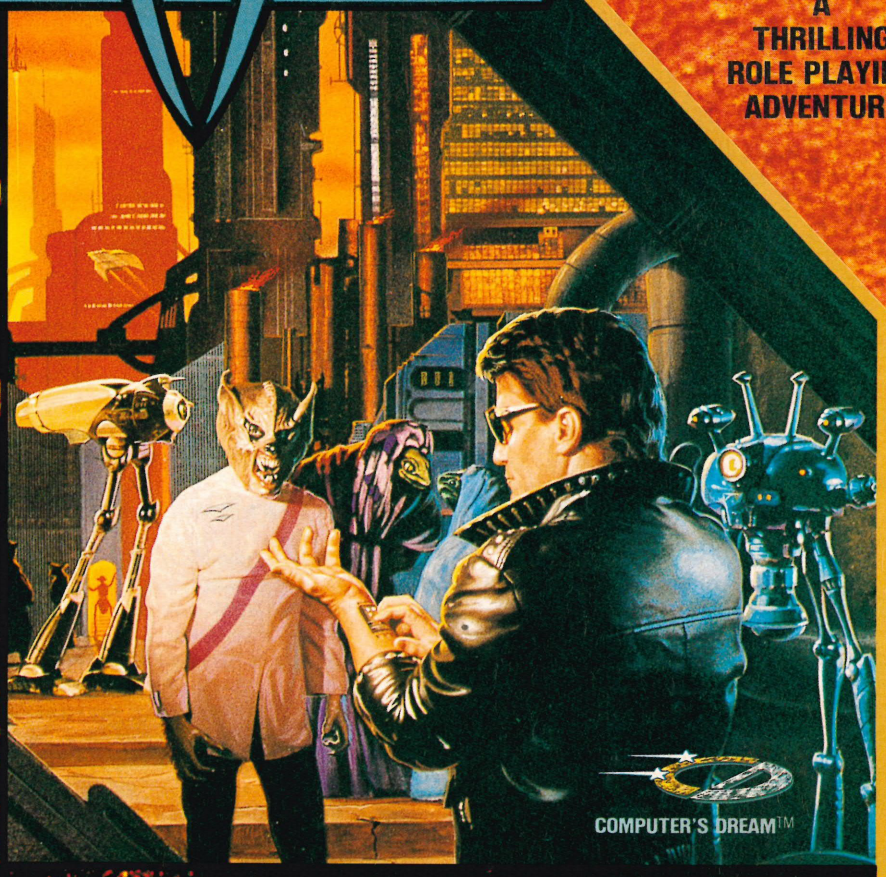
B.A.T

A THRILLING ROLE PLAYING ADVENTURE

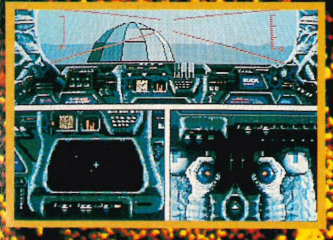
EARTH, 22nd century.

You are about to embark on an exciting and dangerous adventure. The Bureau of Astral Troubleshooters has selected you as their special agent.
Your mission : to find and destroy Vrangor, the evil genius who is threatening the people of the planet Selenia.



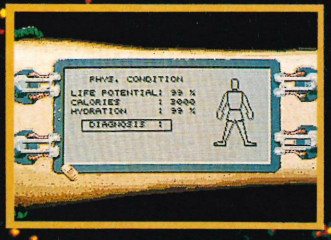


Player interaction gives you the chance not only to participate in the lives of other characters, but to be plunged into the actual city of Terrapolis.



Pilot the DRAG, a genuine flight simulator shown in 3D.

Learn how to use B.O.B., the programmable computer implanted in your arm.



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Disk Dilemma.

So it is true, you do actually listen to what your readers want. I`m talking about the amazing cover disk. Congratulations! I think you deserve a round of applause. Its nice to know that at least one mag takes into consideration it`s public`s needs. And very nicely done it is too. I think your choice of games was a good one, having two different styles, to match different people's likes. Personally I thought both were brilliant, and for the difference of one pound, great value for money. Keep up the good work guys!
Michael Newton, Oxford.

I am writing to express my disappointment with, what I used to think, an original magazine. The point I am making is the cover disk. I bought your publications as I thought they were that little bit different from the rest, better quality, and not conforming to the low rate standards of other magazines. But now I realise you are just like the rest, and have sold out. I say this because, in my opinion, including silly gimmicks purely to boost your sales, seems cheap and not at all professional. If a magazine is good, it should sell well anyway, if not just from quality, but also with word of mouth recommendation.

Another point I wish to make is the price. I didn`t request a cover disk, I don`t particularly want it, but I still have to pay one pound extra for the privilege of others falling into the trap of taking advantage of a `super freebie`. Personally, I feel that you should refund the extra I spent. I hope the companies whom you collaborate with to bring us this disk, appreciate the free advertising they receive, or is this all so-called back scratching for future favours?
Disappointed, Sutton.

Being a number one fan of Amiga Action, I have been avidly following all the interest about you doing a cover disk. I have been eagerly awaiting the final outcome, hoping for a `yes` from you the almighty. At last, I get the answer I was longing for..... But wait! What is this? Where is my prized disk? Is there some sort of European racial disharmony amongst the godly superiors at the offices of the heavenly AA? Is it something to do with 1992 and all that?

What ever it is, I get down on bended-knee and apologise most graciously on behalf of myself and my countrymen. If it means re-instating my British citizenship I will do so, but please, please, please, can I have a cover disk?! Also, if it does not seem too impertinent of my humble self, may I please enquire of your holinesses, why we don`t get one in the first place?
Andrew Symes, Belgium.

AA: The cover disk has met with mixed reaction, but most of you seem to want it as a regular thing. We are still considering whether we want to make them a regular occurrence as we do have to take into consideration the readers who don`t want it. Also, if we did do a regular disk, I would want it to be of the highest quality every month, with demos or games that will last you ages, rather than thirty measly seconds which don`t allow you to play the game properly. In addition, we wouldn`t stuff it full of dull PD demos either, as, after all, we are a games mag and what we feel you want are previews of all the latest hot releases. In the end, though, it is up to you, so drop a line and tell us what you think.

Up Yours Pirates!

I was really p***** off after reading the letter contained in the October issue of Amiga Action, from some dick head called Mr Smugg, Planet of Green Slimy. The guy is obviously one cell short of being pronounced brain dead. He doesn`t even appear bright enough to have the ability to hack his own games, but simply buys them from hackers he knows, using the excuse that hackers do it for a challenge. Well Mr Wiseguy, the hackers do it to make money from people like you.

Mr Smugg also seems to have some mental block and\or jealous streak concerning the wealth of Bitmap. Well Mr Smugg, why don`t you get off your behind and try retailing software, maybe then you might have a small insight into an industry that is plagued by parasites like yourself.

As for Smugg`s remarks about government ministers and copyright laws, they are there because of prats like Mr Smugg, and exist for the protection of copyright material, and are all laws. Doe. he flout any law that he deems unnecessary, perhaps I could go round to his house and remove his Amiga while he hops up and down saying it isn`t fair, after all I would only be breaking another law wouldn`t I? Or perhaps Mr Smugg would draw the line at that. One law for him, one law for everybody else.

If Mr Smugg had any balls then he would have at least included his name and address. I, for one, would have most definitely had the little prat nicked. There simply cannot be any excuse for piracy in any shape or form, and this company will report anybody that we can prove pirates software. (Yes, we have reported people in the past. Yes, they have been nicked. Yes, their(?) games were confiscated.)

I believe that software houses are actually training hackers. Please remove all protection from software, so that there is nothing to hack. The more sophisticated the protection becomes, the more we teach hackers how to beat it. The cost of protection would be eliminated from production costs, and might therefore, allow a small reduction in retail price.

Here`s hoping that Mr Smugg and F.A.S.T. have a meeting in the very near future, and I hope it`s extremely harmful to his health.

I wonder if Mr Smugg knows who F.A.S.T. are?
M C Lane, The Micro Machine, Kent.

AA: Hear, hear, at last a sensible voice! It`s just a pity that, as a retailer, you seem to be one of the few who appreciates the damage done by pirates. All that remains now is to educate the games-buying (or pirating) public.

Enough Of This Old Debate.

I don`t know if there are any other people out there (I suspect quite a few) who agree with me, but I am getting mighty cheesed off with all this hype about pirating. Yes, I realise it is a very serious subject, but after hearing it constantly it does get somewhat tedious. It seems to be one of those things that goes round and round in circles, and quite frankly I don`t think there is, or ever will be, a flawless solution.

Don`t get me wrong, I am not

one of these ignorant people who just dismiss the whole subject - I agree with both sides of the argument. What these people are doing is not right, or legal in fact, but who can honestly say they are not tempted when it comes to getting something for (almost) nothing? It`s like the chain of life. All these anti-vivisectionists and vegetarians, good causes I know, but nature is what it is and some things will never change.

What I am really trying to say, is that I think this subject has exhausted itself a bit. The letters page is for expressing views, yes, but varied interests occasionally might be nice. So come on Ed, everything`s been said that can be said, so let's move on to pastures new - like should Coronation Street be on thirteen times a week?

Phillip 'Rovers Return' Bentley, Crewe.

AA: I have said this countless times before, but have always gone back on it, but the piracy debate is now well and truly closed.

Wordsworth Watch Out!

You are honored, I have decided to flatter you with a sample of my acclaimed poetry. Here it is:-

I went to the shops today to buy a magazine, Suddenly I came I across one I hadn`t seen (before) It had a nice cover and was called Amiga Action. So I decided right away I must have some (of that).

I cuddled up in my box and started on my reading. When suddenly I bit myself when I had a feeling (strange).

I realised that I`d missed out on something here and had a struggle to fight back the tear (in my eye).

This was not my usual choice - no fluffy mice. But I thought it was interesting and quite nice (sort of). It didn`t have any centrefold of shiny green wellies But I think I`ll buy it again anyway (for my hamster)

Normal, Broadmoor.

AA: Er, thanks very much - I think! To celebrate your beautiful ode, I am sending you our ultimate prize, a cake with a file in it! Keep taking the pills and we hope they take the straight jacket off in the near future. As for your poem, we're always in need of loo roll.

A Novice Writes.

I thought I`d write to you to ask you a few questions. I`ve just got an Amiga for my birthday from my Mum and Dad. I have never had a computer before, and I don`t know much about them. I started buying your magazine to find out and I think it`s very good especially if, like me, you don`t know what games to buy. And it`s not all that expensive like other mags.

What I was wondering was how do you go about writing the reviews etc. Do lots of people play the game and all write it or does one person do it and how long do you need to play it for? Also, how do you work out the scores? My friend who also has an Amiga says that some scores depend on how well you get on with the software company. If you do, why do you give bad scores? Also, do all the games released get reviewed and if not, how do you decide which ones not to put in?

One last thing, I am very interested in who games are made. I would like to find out and hopefully be a programmer when I am older. Where do I find all this out and what qualifications do I need?

James Freeman, Henfield.

AA: Wow! It`s difficult to answer so many questions in such a small space, but if you want to find out about what makes programmers tick, and whose who in the world of games programming, just keep reading Amiga Action. We attempt to bring you all the info on the up and coming games, and from us you`ll hopefully learn the answers to your questions.

Pattern Learning.

I have been buying your magazine since it started, and still think it`s the best around. The reason I am writing is that I have a question I need answered, as it has bugged me for some time. I consider myself to be very fortunate in that my father owns a computer shop. (I`m not advertising, honestly.) This means that due to my dad`s kind generosity, I can get almost any game I want. However, playing games as often as I do (what year is it again?) I have noticed something strange. What seems to happen is that when moving along set baddies appear in set places at set times. After a while you know exactly what to do and when.

Some people may think this is handy in completing a game, but it gets very boring, especially as this happens in quite a lot of the games I have. Obviously you play games an awful lot, probably more than me, have you noticed? If so, do you have any idea what is the reason and why it happens? Maybe my mind would be put at rest if I could find out.

Christopher Stephenson, Edinburgh.

AA: What you have discovered is `pattern learning`, a process vital in mastering games. When a game is programmed, its many sprites are programmed to walk along set patterns or perform certain duties, and some games are easily completed by learning these patterns - Manic Miner is a classic example.

Punch Drunk.

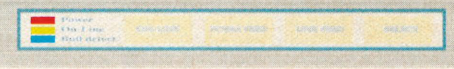
Five months ago I decided to buy the game Boxing Manager, and rushed home to play it. At first, I thought what a great game. I went into the gym, then into the office to organise a fight, sorted out training my boxer, and then waited for the big fight. Finally, the bell rings - what a let down! I though I would get to see the match, but no, all I got was two men commentating - what a lot of rubbish! I though this would be similar to the types you see in the arcade, but it wasn`t. Please could you tell me if there are any better games available.

Steve Ansell, Enfield.

AA: Linel released a semi-decent boxing game a few months back, but it was a little too repetitive for my liking. However, Storm - the Sales Curve`s new label - are in the process of converting one of Jaleco`s boxing coin-ops and it will be released in the new year - I`d wait for that if I were you.

In the words of Porky Pig, tht-th-that`s all folks. James Freeman wins this month`s proze, but you too can be a winner (hmm, sounds like the Record Breakers intro...), just drop me a line to:

Stephen White, Letters Desk, Amiga Action,
Interactive Publishing, Europa House,
Adlington, Nr. Macclesfield, Cheshire.
SK10 4NP



Save the Lemmings-
and

PSYGNOSIS

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MILLENNIUM £19.99

MANIX

Manix is Millennium's latest release, a game that offers three styles of game set over a 3D landscape made up of colour-changing tiles. The character involved is bulbous Bilco – a chap that looks similar to that of Pacman. Each tile has a number of different coloured patterns that change every time they are jumped on. It is your job to leap around the different levels, attempting to change the pattern back to its original form. Why are the tiles mixed up? Because each level begins with a set amount of grenades being dropped, and upon exploding, the tiles are jumbled up into a coloured mess.

Each level is basically a small island that is made up of a few, smaller sections. The screen will flash the correct corresponding colour that you must follow before mixing each floor tile up. Once the tile has been changed to the correct colour, it will hold that colour unless a bomb explodes nearby!

There are a number of potions and bonuses that, if collected, will either help or hinder Bilco. For instance, a clock will add extra time onto the ever-decreasing time limit, but a potion that houses a joystick will cast reversed controls onto our poor hero. However, if Bilco collects a 'tick' the surrounding squares will be magically transformed to the correct colours – handy, eh?

MICHELLE

I can see the puzzle element of Manix appealing to people who enjoy the likes of, say, Skweek and Jumping Jackson – me, for instance – but I found that the plodding gameplay left me cold. Although the puzzles are fun to solve, they take so long and the repetitive nature of the game does nothing to relieve the tedium. In all, a nice little idea which is let down by its lack of speed.

GRAPHICS

Simple graphics make the game appealing to the eyes, and a few nice visual effects help add to the game's overall appeal.

65%

SOUND

A myriad of lively tunes play along whilst you jump around the screen. You may even recognise some of the tune too, along with the sound effects.

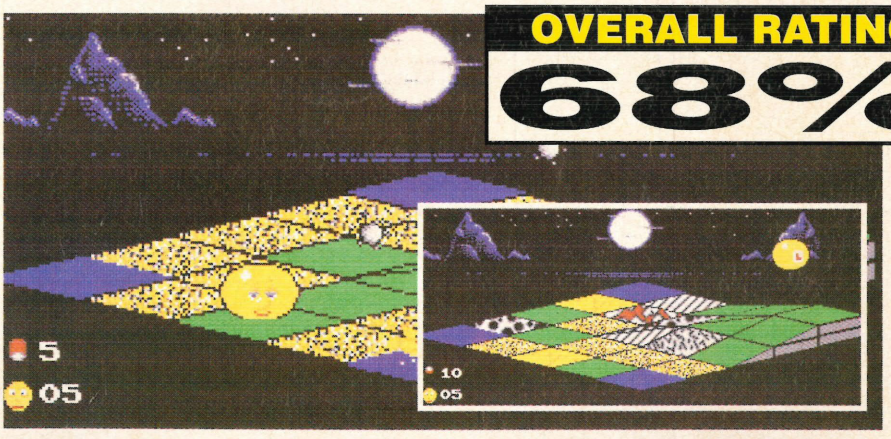
61%

ALEX

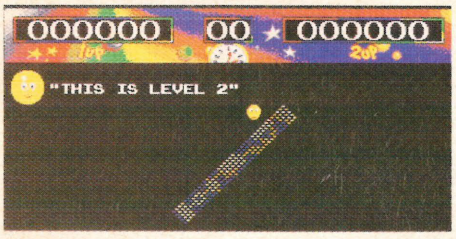
Manix reminded me very much of Infogrames' Jumping Jack's Son, as the gameplay is extremely similar between these two games. The game is, to begin with, an enjoyable piece of software, the graphics and sound being instantly appealing. However, this interest is soon lost due to the apparent lack of variety. As a result, I feel the asking price may be too high, as the lastability falls short of the mark.

OVERALL RATING

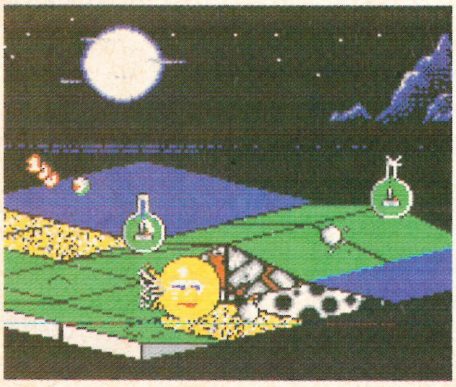
68%



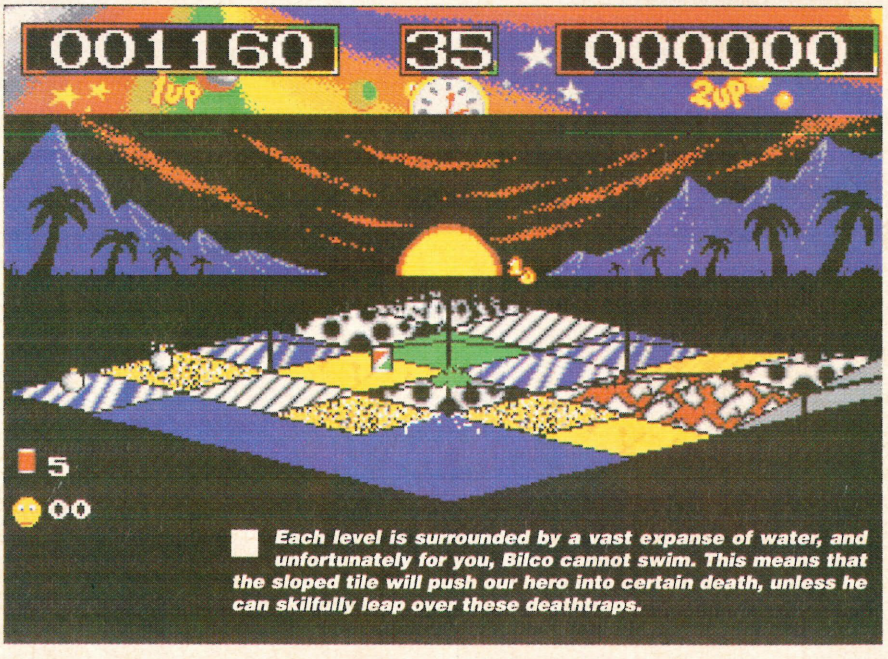
(Right) Manix is a simple addictive game where you must re-arrange the tiles of the stranded island in the correct pattern in order to progress and eventually leave the isle for good. The first few moments of the game will reveal the set pattern which you must follow. However, the bombs nearby will soon change all this and you must begin your task.



A map will indicate which screen you are about to tackle. There are sixteen levels in all, with a hundred and twenty eight screens that all need sorting out.



(Above) Bilco is only full of air, so when he accidentally jabs his soft skin against a sharp spike, he'll whizz around the screen in pain and in turn, one of your lives will disappear.

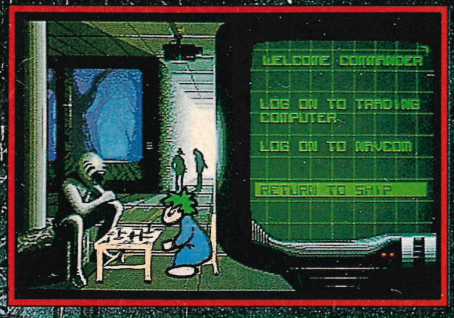


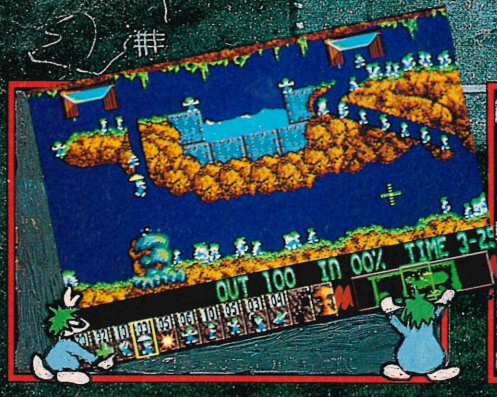
Each level is surrounded by a vast expanse of water, and unfortunately for you, Bilco cannot swim. This means that the sloped tile will push our hero into certain death, unless he can skilfully leap over these deathtraps.

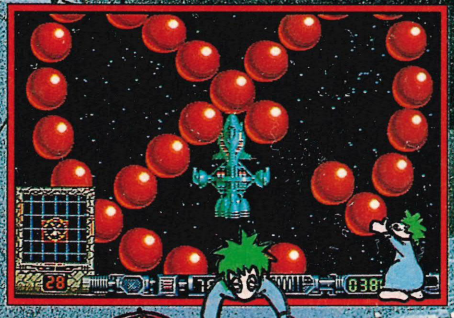
BEYOND THE FINAL FRONTIER

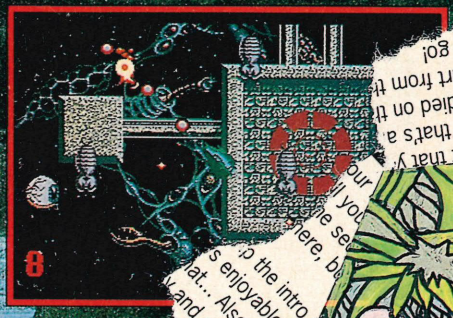
From the creators of Beast and Beast II comes this awe-inspiring combination of shoot-'em-up action and trading stratagems. Featuring innovative hyperspace sections, full-screen aliens and a whole galaxy to explore: AWESOME will take you beyond the final frontier.

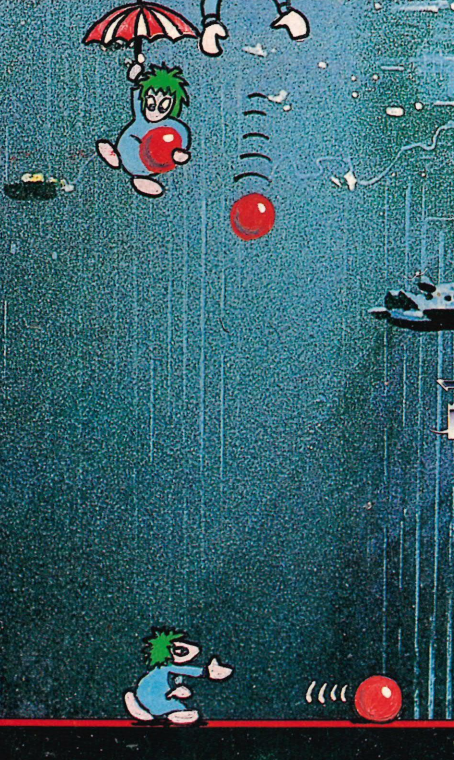
Amiga Screen Shots











Le
AWESOMES

ARC £24.99

NINE LIVES

Bob Cat is a real lad about town. Every night he`s out painting the town red or wowing the girls in the various night clubs. But even though Bob Cat has loads of lady friends, there is only one that he loves - Claudette cat. She has big beautiful eyes and takes hours perming her hair, and Bob is intent on making her his queen.

Our story starts just as Bob is leaving his house on the way to see the love of his life, Claudette, but just as he arrives at the back of her house he sees her being tossed into the back of van which abruptly zooms off down the street. Bob tried to catch up with the van, but it was to no avail, Claudette had been catnapped. To his dismay Bob did notice a sign on the side of the van that read `Mad Scientist Inc.' Bob hoped that it wasn`t the infamous scientist renowned for his horrendous animal experiments, but if it was, then he must save Claudette before it is to late.

Controlling Bob in his mission to save Claudette will take you through four danger packed levels, each level getting slightly harder than the last. Your journey

SOUND

A pleasant tune to listen to while the game loads and plays, but even though there is an option to turn off the music, there are no sound effects to replace it.

78%

DOUG

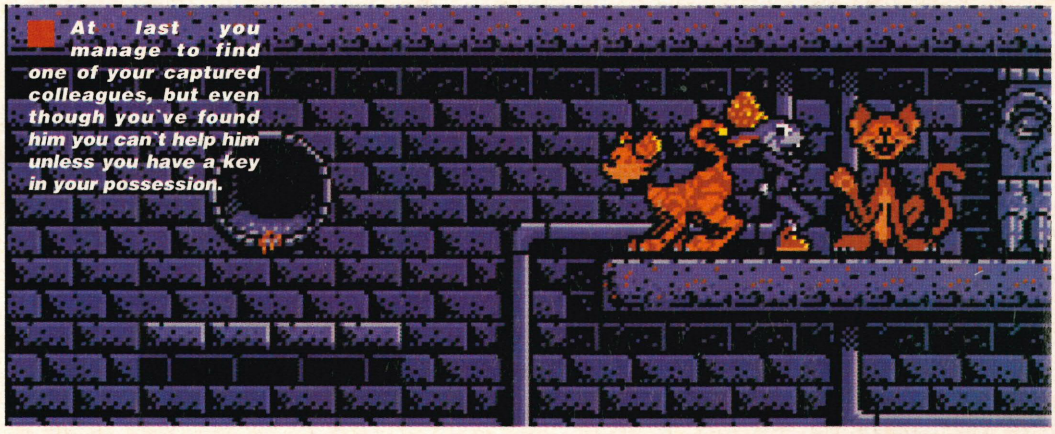
Nine Lives was a big hit in the Amiga Action office, and everybody liked it, apart from me. I don`t know if I`m right or wrong but the game just failed to appeal to me. I didn`t enjoy it in the slightest. I don`t rate it against other platform games, and I found the gameplay very awkward. The graphics and sound are good - the graphics are particularly well animated, but even with this, the game still lacks. Just in case you`ve got the same taste as everybody else in the AA office take a look at this game, because it might just be your cup of tea.

ALEX

Cutesy games are back in and Nine Lives is a great introduction to these types of games. I must confess that I wasn't too pleased with previous Atari releases but Nine Lives has definitely redeemed them in my book. The game features Bob Cat and Claudette (named after one of Atari's secretaries) in a story of love and kidnappers. Bob Cat has got real style and the programmers have animated him to near perfection. I did find the levels a little too similar but there was plenty of action within each one to merit buying the game. Well done, Atari.

(Below) Bob Cat is a good cat and isn`t used to smoking, but there`s a first time for everything and if Bob wants to he can have a few drags, but at the cost of quite a few hit points.

(Above) The potions you come across can have quite a few different effects, and none of them are that helpful. All they do is make you very vulnerable.



At last you manage to find one of your captured colleagues, but even though you've found him you can't help him unless you have a key in your possession.

At some points in the game you will have to venture under water to save some of your feline friends, but you can only stay submerged for so long before you have to surface for air.

GRAPHICS

Attractive sprites that are both colourful and well animated. Also a lot of nice touches have been added in some parts of the game to add to its cuteness.

85%

STEVE

Even though Doug was a boring old fart, I enjoyed Nine Lives very much. The graphics are large, bold and extremely well animated. The sound is superb and the loading music was, well, music to my ears. Along with Nine Lives' addictive quality, all these ingredients add up to an excellent platform romp. There is plenty of variation within the game and the humorous animation touches here and there add to its character. One of Atari's best and a game that will have you hooked for ages. Very cute and very playable. Nine Lives is just what we needed.

will be obstructed by dozens of animals that have all been mutated by the scientist`s evil experiments. There are four levels in all, with the fourth taking part inside the mad scientist`s evil warehouse where he works on the ill fated animals he has managed to capture.

However, Claudette is not the only one you have to save. You soon realise that a lot of your other friends have been caught by the scientist, and before you can leave a level you will have to rescue six of your imprisoned chums. But your friends aren`t that easy to get to, and many a high jump will be needed to get to their cage so you can release them.

Apart from the mutated monsters there is a host of other awful things to gnaw away at your nine lives. One particularly nasty object is one of the mad scientist`s evil potions. Drinking any of these will activate some kind of weird effect on you. Although not all the potions will harm you,, they make you very vulnerable and unable to move so if there are any nasties around they will be able to sap your energy without you being able to defend yourself, so no drinking while you are on the job. However, you`re not totally defenseless. Armed with a ball of the latest synthetic wool, and with a quick flick of the wrist you can strike out with the wool knocking any foe unconscious.

Collecting a pair of magical wings you can float around collecting tough-to-get objects. But once again the effect only lasts for so long.

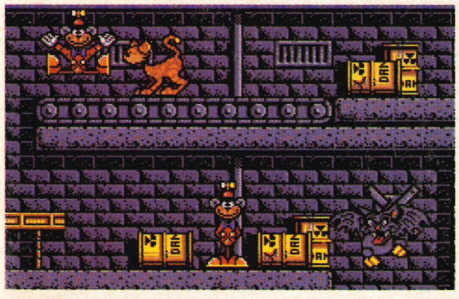
AMIGA ACTION

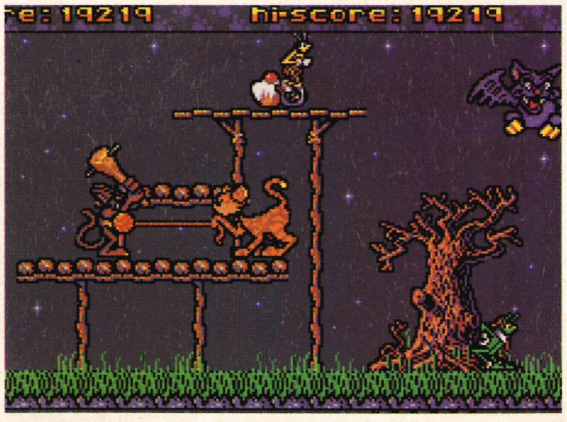
OVERALL RATING

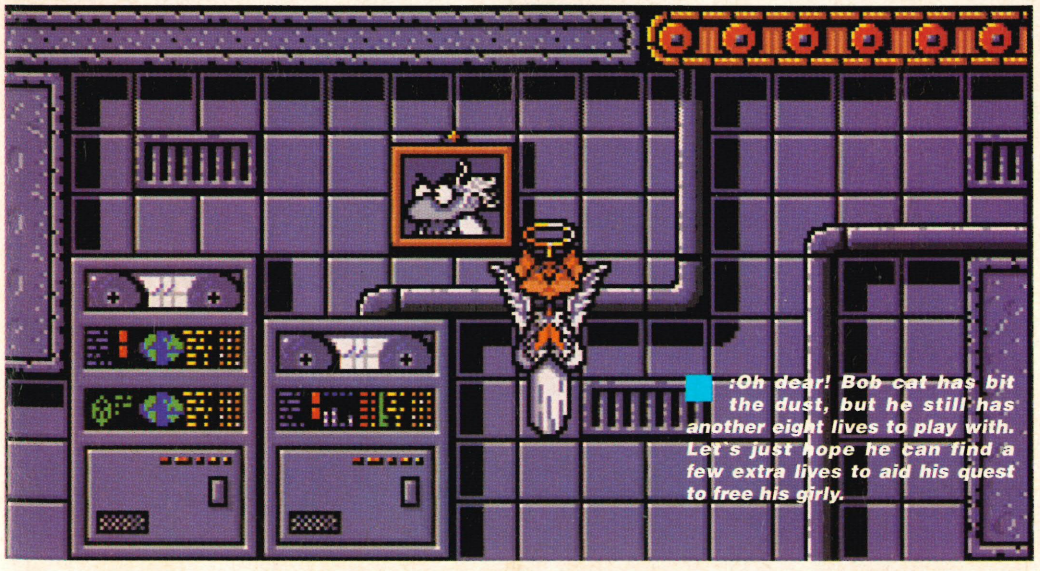
80%

(Below) Armed with a deadly ball of cotton wool, Bob is a force to be reckoned with. Any foe that stands in his way will fall before the mighty woolly stuff.

Below) What platform game would be complete without the standard lifts and escalators, and just to keep up the tradition Nine Lives has incorporated them as well.







Oh dear! Bob cat has bit the dust, but he still has another eight lives to play with. Let`s just hope he can find a few extra lives to aid his quest to free his girly.

CAT CAPERS

Without a doubt Tom and Jerry is the best cartoon to have ever been made. The story line of each was pretty basic, with both of the characters systematically beating the hell out of each other, until the end of the cartoon where the lovable Jerry would finally manage to outdo Tom, and end up having the last laugh. But even with this rather repetitive story, it was still amazingly funny and had thousands of people in stitches.

However, all good things must come to an end and after a long successful series Tom and Jerry decided to have a break, but when they eventually returned after a few years things had changed. Due to new laws about violence on TV, Tom and Jerry had to be more friendly, and this just didn`t click with the old fans, or the new ones come to that.

Sylvester was another comical cat that managed to become famous on the big screen, but this time his partner in crime was the sickly, I mean cute Tweety Pie. Again the cartoons consisted of the two enemies thinking up various different ways of squashing, splatting and disintegrating each other. Can Bob follow in these famous footsteps?

GETTING THE MOST OUT OF THE OLD DRAGON

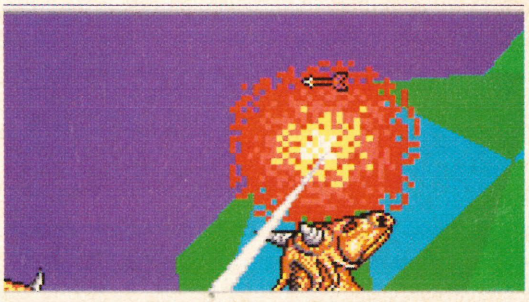
(Below) The enemy that attack you in Dragonstrike are not only dragons, but you'll also encounter the likes of draconian hordes, wyverns and even a Manticore. However, none are more frightening than the powerful death dragon – a beastie who has already died and has returned from the grave to terrorise the likes of your good self.

OVERALL RATING

72%

(Right) When entering hand-to-hand contact with an enemy, there is always the the chance of being dislodged from your mount. If this happens, you'll fall perilously to your doom unless your dragon can quickly swoop down and pick you up.

Each dragon has a breath attack, the different coloured dragons having different missile attacks. For instance, the gold dragon has the ability to breath fire, whereas the death dragon will unleash the deadly death gas.



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DRAGONSTRIKE

Dragonstrike is the first and as far as I know, the only dragon combat simulator on the Amiga. And it's based around the Dragonlance chronicles. You must mount one of the many good dragons that roam the fantastic land of Krynn and do battle against the evil dragon armies under the command of the likes of Lord Verminaard.

Using your great dragon as a mount, you must fly the dragon using similar controls to that of an aircraft, with the exception that you don't carry any cannons - only breath weapons! The different breath attacks your dragon can make depend on the colour of its skin: Bronze dragons breath both lightning and repulsion gas; silvers have the ability to launch cones of cold and paralysation attacks; and finally, the great gold dragon can breath a cone of fire as well as chlorine gas.

However, these good dragons have their work cut out for them with an ample supply of enemy forces to battle against. There are six evil dragons in all: white, black, green, blue, red and finally, the devastating death dragon. On top of this, Manticores will often attack you, along with the Sivak Draconians and small flying lizards named Wyverns. As you lock horns with other dragons, both your rider and mount will lose energy as the enemy makes a successful hit. Thankfully you can replenish some of this lost power by using the ointments that you are given, and the other items, such as the ring of feather-fall, will make your life a little easier

ALEX

I'm a great fan of flight simulators, so I was quite looking forward to playing Dragonstrike, as it seemed quite a novel twist to the usual Falcon-style sim. Although the graphics aren't that impressive, the gameplay is both addictive and enjoyable, but slightly repetitive. However, I'll guarantee you'll keep coming back for more.

DOUG

It must be said that Dragonstrike isn't quite what you might expect under the TSR label. It's not just another RPG, it is more of a flight sim. However, don't let this put you off. The game plays well and shooting down dragons and rising through the ranks of the knighthood is amazing fun and really addictive. Dragonstrike is very good and should please many a shoot'em-up or flight sim person.

GRAPHICS

The game area only takes up half of the screen, making the field of vision too small. The vectors are jerky, but the still-shots add to the game atmosphere.

69%

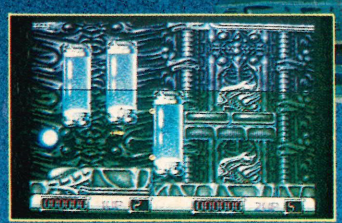
SOUND

Apart from the odd tune, there is no music. The only other sound is the cry of the dragons as they fall and the roar as your mount launches a breath attack!

56%

Z-OUT

Victory celebrations for the success of the mission X-OUT which anhilated the satellite of the planet Alpha Centauri ended abruptly as the long-range scanners showed intense activity on the planet itself - an *ATTACK* from the planet is *IMMINENT.*



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Z-OUT - the mission to destroy the planet Aplha Centauri, the H.Q. of the federation now seeks a brave man to pilot the space craft. What lies ahead is unknown except that the defences of the H.Q. are strong and multi-level.

* Six huge levels with numerous aliens and superb graphical backdrops.
* A sprinkling of large aliens at each level with mega-large end level aliens.
* Dozens of extra weapons, satellites and support transporters.
* Two player TEAM MODE.
* Ultra smooth vertical and parallax scrolling in numerous colours.
* Superb music and sound effects to enhance the game play.

MEGA BLASTER OF THE YEAR

Published in the U.K. by Softgold Int. Ltd. 7-8 BURNHAM TRADING ESTATE, LAWSON ROAD, DARTFORD, KENT. DA1 5BH. TEL: 0322 92513/18 FAX: 0322 93422

ELECTRONIC ARTS £24.95

MAGIC FLY

Ever since people could remember, the Ceti Triad had always despised the human lifeforms. Threats had been made and even a few skirmishes had occurred in outer space, but these were only minor and no real catastrophes had evolved.

The Ceti Triad then died away and nothing else was heard of them. Some suggested that they had left the galaxy altogether while others speculated that they were in fact massing a giant attack force. The latter idea was ignored for some time when a deep probe picked up a massed enemy force that showed traces of Ceti Triad involement. The alarm was sounded and a special ship was designed – the Magic Fly, Earth`s last hope.

The enemy forces gathered themselves in a disguised mining planet where they had drilled tunnels into the planet and set up a network of complex gateways and defence mechanisms. The probe also reported, before it was destroyed, that the network was also heavily protected by fighter escorts of all types a sizes.

You have been called up as the pilot of the Magic Fly. You must take the ship down into the network and destroy the communication centre, the planet`s reactor, the computer centre and the missile defence system. While performing these instructions, you are also required to collect as much data on the Ceti Triad`s star fleet.

The main goal of your mission is to bring back information about the specifications of the Ceti Triad`s Moth fighter, which, if you fail, will be used against the human race in the Triad`s battle for total domination.

The Magic Fly is extremely easy to pilot and everything you need in your mission is present on the Fly`s control panel. The ship contains several status panels and these include the damage indicator, ship display unit, map scan and weapons stores indicator. To the right of the view screen is the damage display unit that shows which parts of the Fly have been hit.

There are several weapons that you can choose from, the default weapon being the standard laser blaster. Others include mines, missiles and the web. The scanner is also chosen from here and it will save enemy craft specifications onto your database. These can then be viewed individually.

When you are near a docking port, a blue square on the floor, the dock indicator will flash. You can then enter the docking bay where you will be able to collect precious fuel. Every time you are hit your shields will deplete. If they fail altogether then your ship will explode, taking you and humanity with it.

STEVE

Magic Fly is one of the better 3D romps, and its exploration gameplay appealed to me immensely. Battling through the space station`s defences and coming face to face with the many alien ships creates a real feeling of claustrophobia, and adds to the game's atmosphere immeasurably. The 3D graphics are updated smoothly, enhancing the whole effect, and rounding off a very polished game.

DOUG

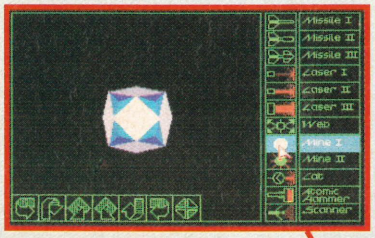
Unfortunately, Magic Fly didn`t really impress me. The game is pretty good and is quite addictive when you first play it, but once you get the hang of the controls and have got used to the game you realise how similar to other games it is, but with the graphics lacking slightly on today`s standards, and the gameplay starts to lose its addictive qualities and begins to become rather boring. Not a bad game, but there`s better around.

SOUND

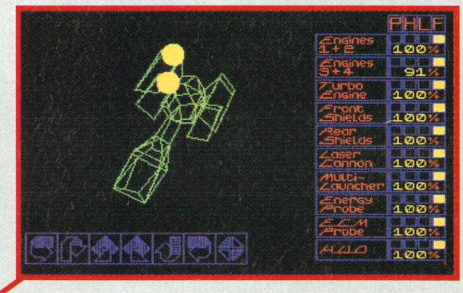
Not a lot to speak of but certainly adequate for this type of game. The usual sound effects are there for the laser fire and there is a small tune but that's it.

69%

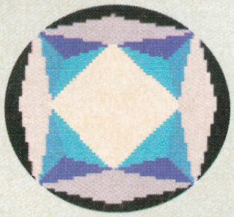
MAGIC FLY'S STATUS DISPLAYS

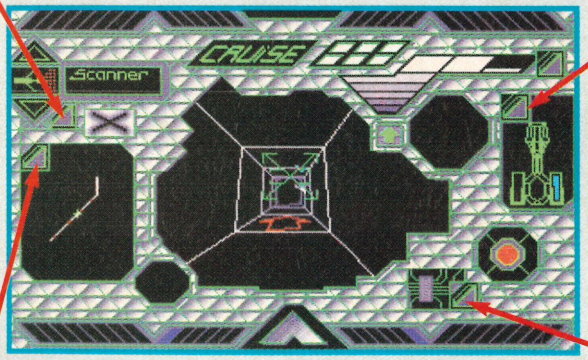


This is the display that you will see the most during the course of the game. Most of the various displays can be reached from here, and a view of the tunnels outside is shown in the centre.



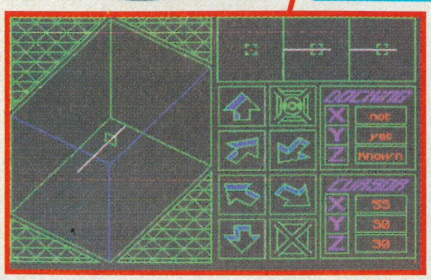
The weapons store will show you how many different weapons the Fly is kitted out with, and how much ammunition each one has left.



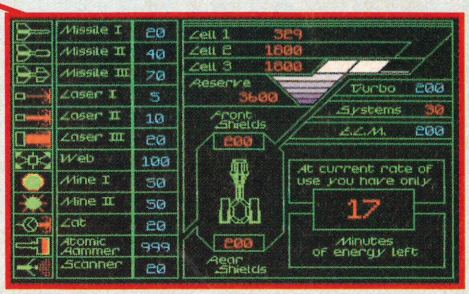


Damage to your ship is one thing you`re guaranteed as you make your way through the tunnels. But a vector graphic diagram of your ship will show you which parts have been hit.

This display will show you nearly everything you need to know about your ship. It's not as nice looking as some of the other displays, but far more important.



The map display is essential for finding your way through the winding tunnels of the maze-like complex. Using the icons, track your way through the long tunnels to avoid getting hopelessly lost. The icons are all self-explanatory and will help you to foresee exactly what type of hazards you will be meeting as you progress. Keep an eye out for Triad spaceships.



ALEX

I was really keen to get to grips with Magic Fly as its scenario looked just that little bit different. Thankfully, I wasn't disappointed, as Magic Fly is a strange little game that proved really compelling and before very long I was really immersed in the action. The presentation to the game is excellent and the controls are very easy to get grips with even though there are plenty of options on the main control panel. I do think that it could have done with a little more variety, as I found my attention waning after a while, but, overall, I am quite a fan of Magic Fly. it's by no means a classic.

GRAPHICS

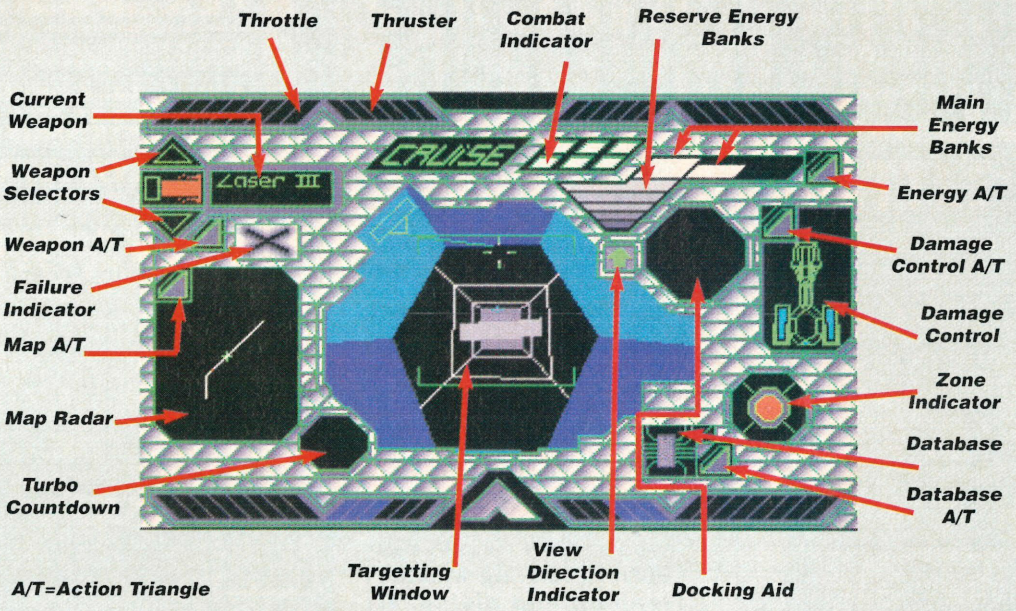
Smooth and well animated 3-D vector graphics, but they could have done with being a bit more colourful.

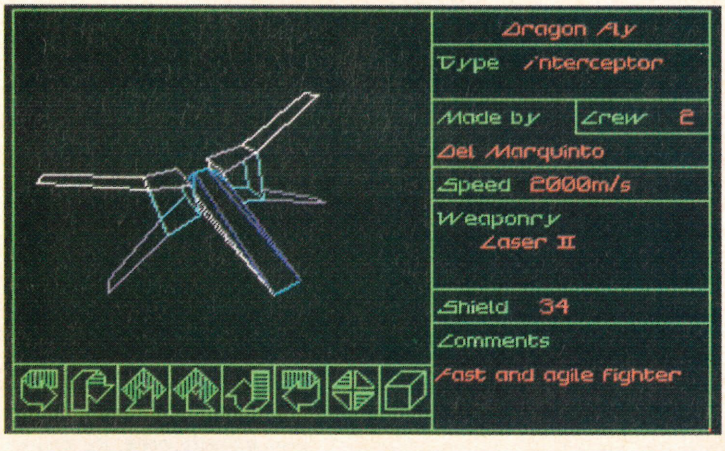
76%

MAGIC FLY: INSIDE INFORMATION

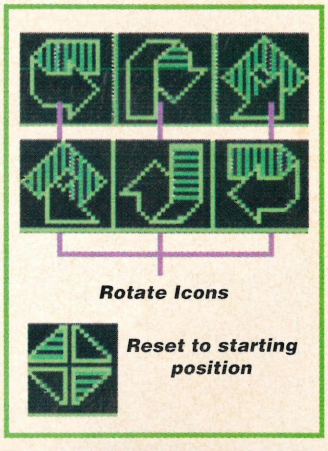
OVERALL RATING
77%

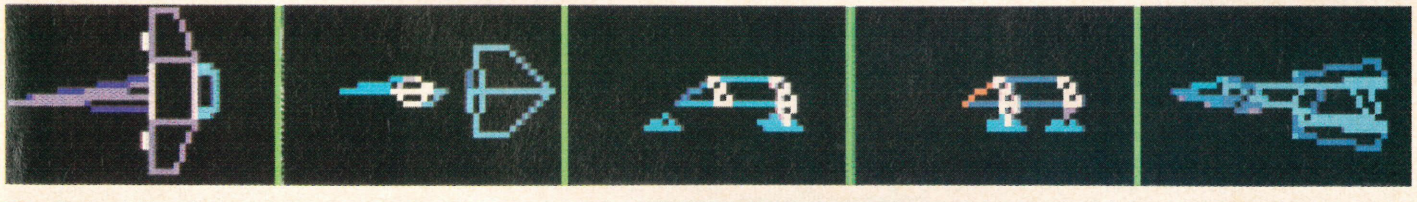
The enemy ships aren't the only obstructions within the Ceti Triad's planet. All along the corridors are pillars and other obstructions that will mar your course.



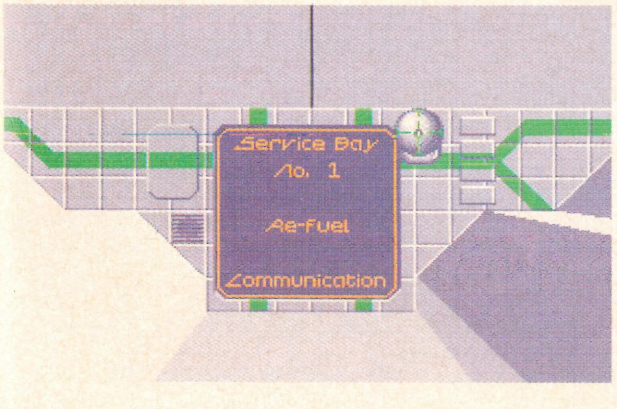


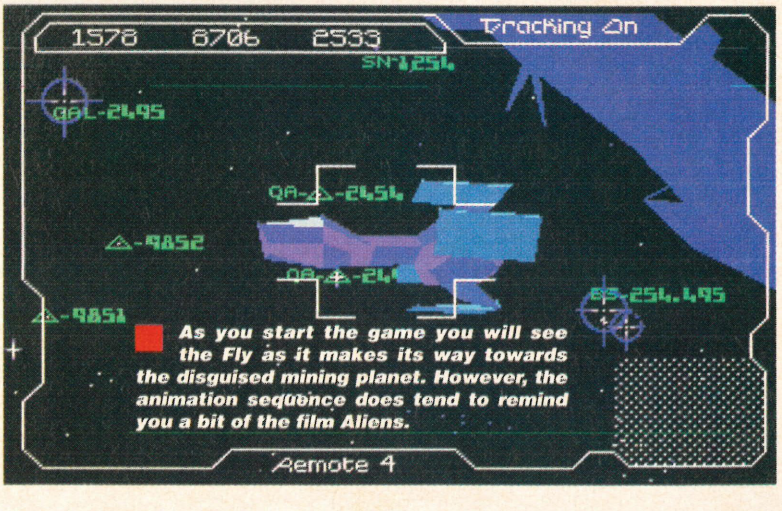
(Below & right) Switching from your deadly weapons, you activate the inboard scanner and track some of the enemies as they fly past. Once you have scanned an enemy vessel you can take a look at the ship in more detail thanks to an inboard database.





(Below) Keeping a beady eye on the display panel you notice that the docking bay indicator is flashing. Bringing your ship to a stop you enter the bay and refuel the Fly.





As you start the game you will see the Fly as it makes its way towards the disguised mining planet. However, the animation sequence does tend to remind you a bit of the film Aliens.

MICROPROSE £24.95

INTERNATIONAL SOCCER CHALLENGE

Announced almost a year ago, Microprose`s entry to the soccer game genre was sensibly held back to avoid being swamped by the glut of substandard footy sims that followed Kick Off II`s release.

The game has been programmed by veteran coding team, Red Rat Software (who in the past were responsible for Lombard RAC Rally and Screaming Wings), and the most striking thing about it is that, whereas most soccer games utilise an overhead viewpoint, Microprose`s is viewed from behind your controlled player, with some rather clever screen shifting and use of polygons scrolling the pitch and its occupants around as you play.

When the game has loaded, it unfolds its many options, which, amongst others, allow you to compete in either a league or World Cup tournament, and lets you alter the game`s length and difficulty level to suit your needs. In addition, there is a particularly useful option which allows you to control either one player and let the computer put the other ten players through their paces, or you can control the whole team - or to be more specific, the player nearest the ball.

The game is controlled using the joystick, with the directional controls sending the players running in which ever direction you require. The firebutton is used to boot the ball at different strengths, the strength used depends on how long the fire button is held down for.

Finally, to allow you to polish your passing, shooting and corner-taking skills, the game houses a practice option, which proves to be very helpful.

STEVE

I thought that Microprose and Red Rat had bitten off more than they could chew with Soccer Challenge`s 3D system. But they pulled it off and coupled it with some really neat animation creating a playable little soccer game in the process. The pitch scrolls very well, and when you see the players running around, leaping and diving, it just rounds off the effect perfectly. By no means the next Kick Off II, but it is definitely a close contender.

MICHELLE

I got into Kick Off II relatively late, but am now an ardent fan. Of late, there has been little to recommend, but Microprose`s latest has changed this. The 3D system is extremely well done, as are the well animated sprites, together with some really playable action. It isn`t a particularly fast game to play, but a worthwile buy in my book.

GRAPHICS

Red Rat combine some smooth screen shifting with some brilliantly animated sprites. The screen gets caught out occasionally – even so it's extremely effective.

81%

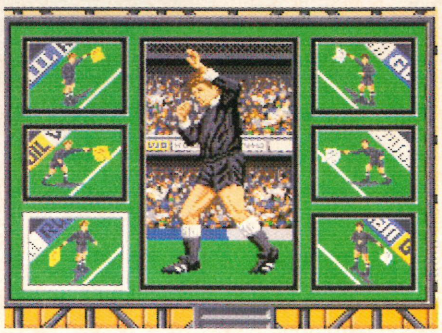
SOUND

Not all that it could be, but then again this seems to be the norm with most soccer games, and what is there is adequate.

65%

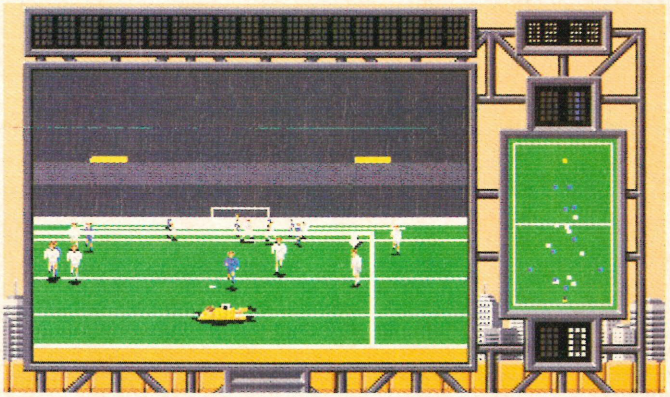
(Below) Soccer Challenge offers two tournaments: the World Cup and an unnamed league. To enter, you can select one of the participating teams, or replace one with your own.

(Below) Although he can`t be seen on the pitch, the ref appears every time the ball goes out of play or if there is a rough tackle – as do the linesmen should the ball go out of play.

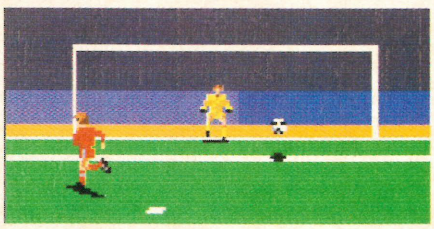


OVERALL RATING

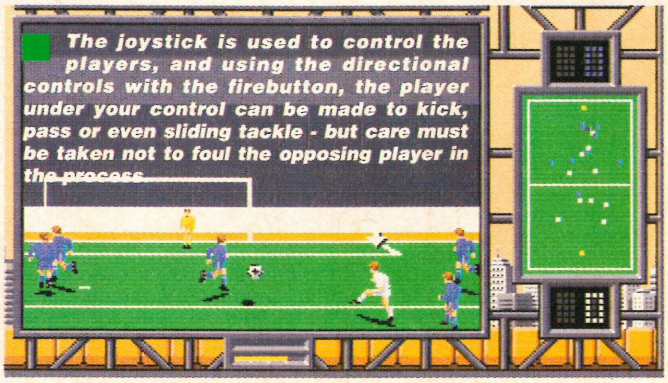
77%



The goalie comes under your control should the ball enter your penalty area. By flicking the joystick left or right he can be positioned, and he dives automatically when the ball is in grabbing distance.



(Left) Before you tackle the rigours of the two tournaments, there is an option to practice each of the key moves you`ll need – passing and corners, for instance.

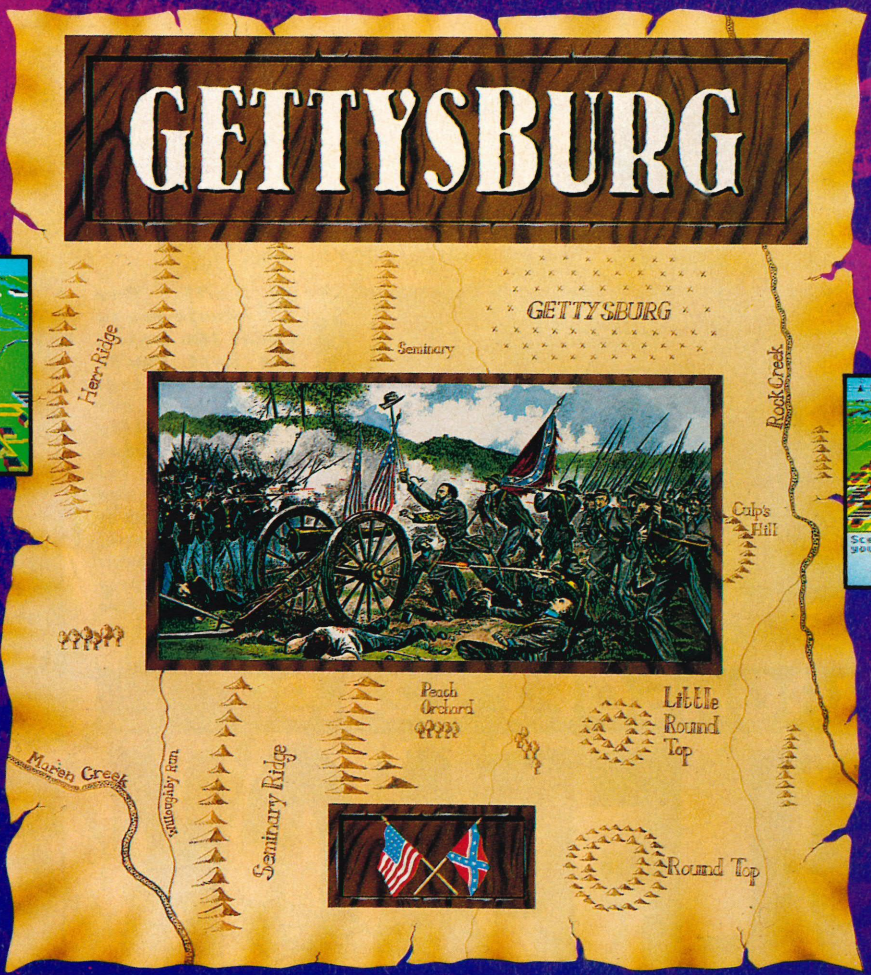


The joystick is used to control the players, and using the directional controls with the firebutton, the player under your control can be made to kick, pass or even sliding tackle - but care must be taken not to foul the opposing player in the process.

THE POWER TO CHANGE AMERICAN HISTORY

CAN YOU LEAD THE OUT-NUMBERED REBELS TO VICTORY AND WIN THE GREATEST BATTLE IN THE AMERICAN CIVIL WAR ?

The third title in ARC's acclaimed BattleScapes series, Gettysburg is a war game simulation from the American Civil War. The battle featured was a massive confrontation between 70,000 troops under the charismatic General Lee and 90,000 Union soldiers under the dry and calculating General Meade. It was the pivoted battle of the American Civil War.



Screen shots from Atari ST format.

History tells us that Lee lost the battle, but with Gettysburg you can re-write history. Can you guide the rebels to victory and change the course of American history? Would you be able to defeat Lee and ensure a Union victory? The choice and the challenge are yours.

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ARC

REACH OUT FOR THE POWER

Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.

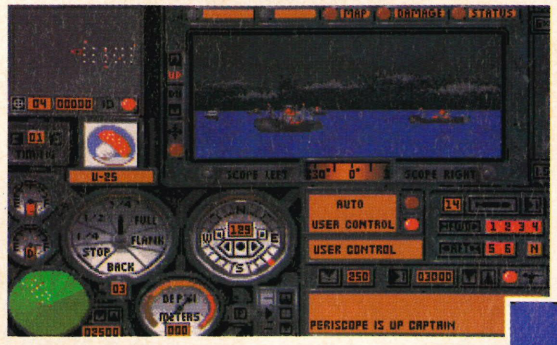
REACH OUT FOR THE POWER OF ARC

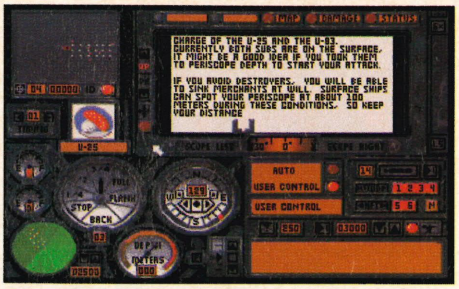
ATARI ST · CBM AMIGA £29.99

ARC, P.O. Box 555, Slough SL2 5BZ

OVERALL RATING
77%

At last you have climbed into the submarine and eagerly await your orders. Last time you had to chase a rather frisky merchant ship around the North pole and back, but this time you hope for a face to face fight - just the way you like them!

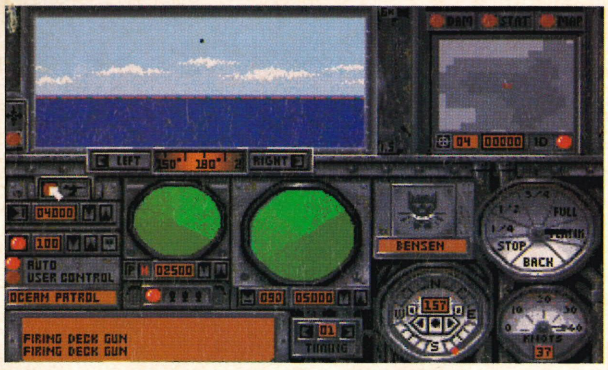




(Above) Underwater travel is a slow process, but if executed properly, the rewards can gratifying. Little does the ship to your bow know that in five seconds and one torpedo later it's going to be sinking!

(Above) There are a whole host of options that help to add variation to Wolfpack's gameplay, such as the ability to interchange the various sea-faring vessels, as well as editing your own missions.

(Above) There are a number of areas all around the world where you can choose to start your mission, and you also have the ability to close in on any area you choose to. This means you can scan the areas of the coast where the enemy could be lurking...



(Left) One minute you're under the water, the next you're floating on top! However, do not present a sitting duck, as you have an array of weaponry that can certainly pack a powerful punch! Seek out your target, enable your missiles and fire away.

MIRRORSOFT £24.99

WOLFPACK

Amiga owners have been drowned in the constant supply of flight simulators that keep appearing from the various software houses, each new game trying to be better and more realistic than the last. However, the variation of Submarine simulation on the market is not as high, with Silent Service, 688 attack sub and Red Storm Rising taking up the majority of U-boat sims. There are, on the the other hand, no simulators that promise you the option to dive underwater in a sub, or alternatively ride on the crest of a wave on a destroyer! Wolfpack is set in the era around the second World War, and features a number of different submarines of sub-hunters that you can pilot. With over ten missions that can be changed (i.e. making a night mission occur during the day, change the opposition) in most ways. The mouse is the main option for control, using keys to operate various other features. However, the joystick can also be used if you so wish. When at the helm of a sub, you must obviously use its capabilities of underwater travel to the full, and when to attack or stay silent if necessary. The destroyers rely more on speed and firepower rather than stealth (for the obvious reason that no one can miss a two hundred ton ship bobbing up and down in the water!). If you are a little unwary of the various tactics, the manual included should inform you of anything that you may question, such as the different uses of each weapon. On top of that, there's even the option to do battle against a friend, one in the sub and one on the surface.

GRAPHICS

The control panels of the destroyer and submarine are very similar, both well laid out, therefore each feature can be easily operated after the first few goes.

74%

SOUND

There's not a lot that can be reproduced to add realism, apart from the hum of your diesel engine and the odd explosion here and there.

63%

ALEX

Being a simulator buff, I was pleased to see that Wolfpack was an enjoyable submarine sim, and there's not many of them on the market. After the first few goes the control method should become second nature, as it is both clearly and neatly laid out. The graphics are fairly simplistic and maybe a little too repetitive, the game still remains to be playable, and in my opinion that is the most important feature.

STEVE

I must confess that I am an avid simulator fan and I can see nothing to complain about in Wolfpack. There have been few submarine sims in the past and out of those few I honestly think that Wolfpack is the best I have seen. The main display is excellent, and although the game is fairly difficult to get into at first, it soon opens up to one hell of a game. I found that there was a little too much repetition in the graphics but this does not detract at all. One I would definitely recommend.

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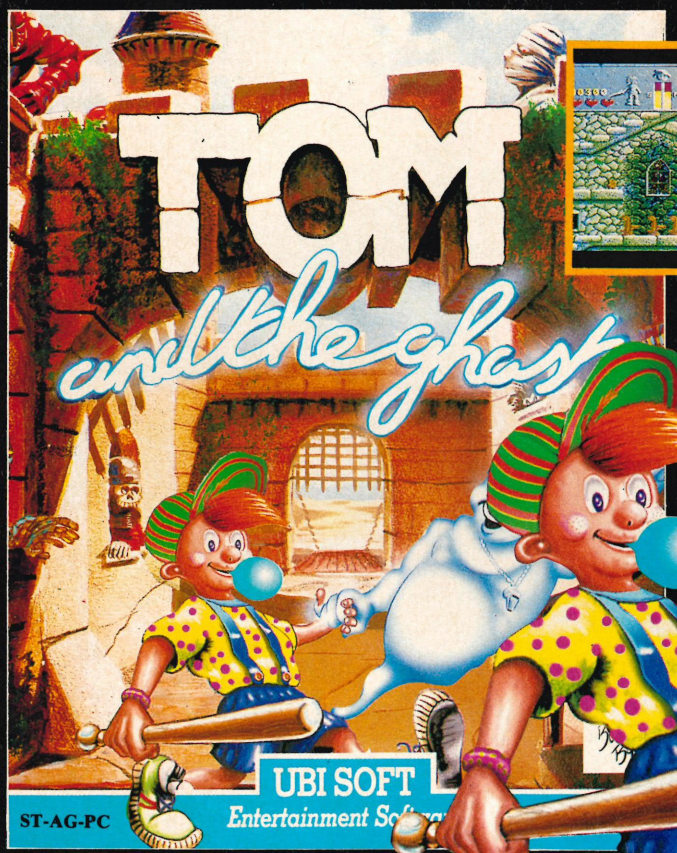
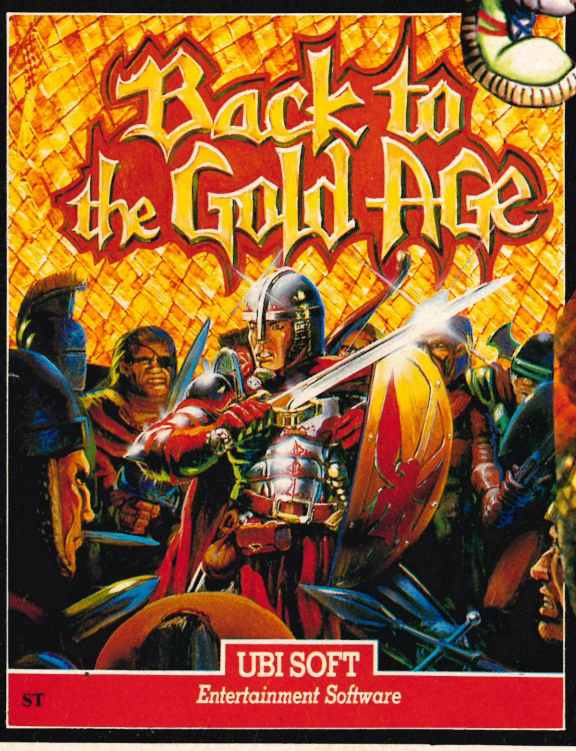


Haunted Castle, Scotland : Help little Tommy rescue his mother in this **thrilling, chilling** arcade/ adventure game ! Only if you dare...



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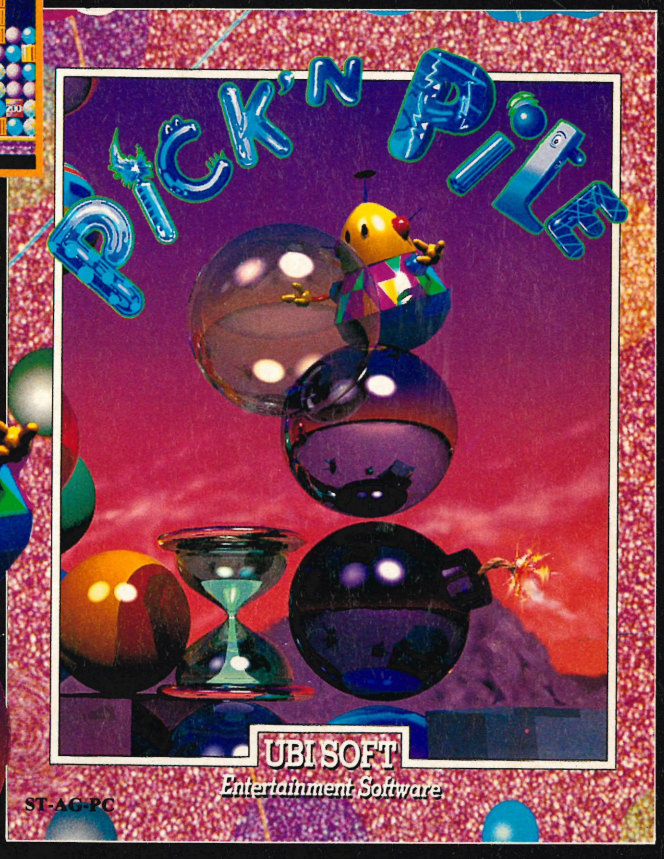
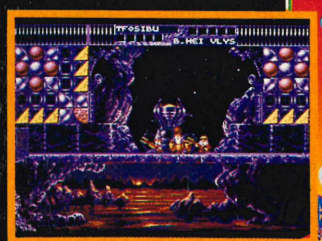
The crazy reflex game that will drive you loony ! **GOODNESS, GRACIOUS, GREAT BALLS OF FIRE !**



Face the **ultimate challenge** of the universe that pushes you to the very frontiers of space itself. A **new kind of adventure...**

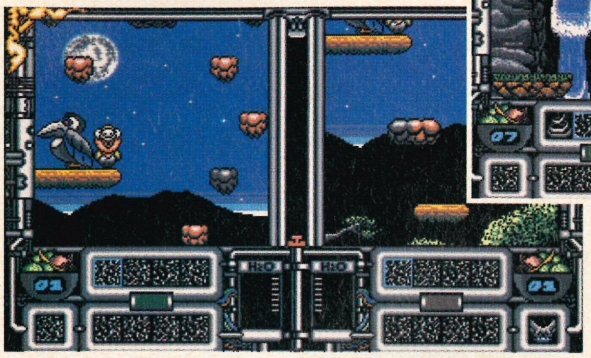


Leave the world of mortals far behind and enter a world where **logic,** a **good memory,** and white and black **magic** are your tools to attain the coveted position of BRAIN BLASTER.

OFT
t Software

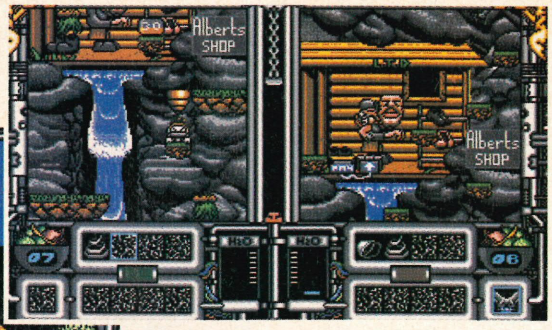
OVERALL RATING
65%

Some of the things you find are red-herrings, so you must work out if there is any connection between the object and the creature. If you get it right, you`ll be given another piece to trade.

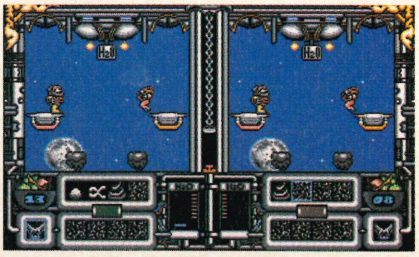


(Below) Flip-it and Magnose are the two water collectors from Mars(!?!) and their quest is to travel from their home planet to this humble abode of Earth. Upon their arrival, they must collect as much water in order to save Mars.

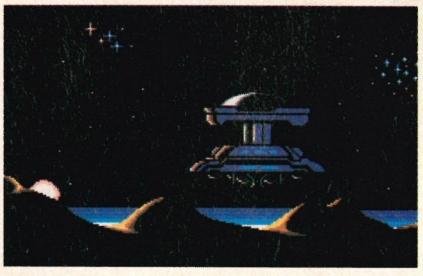
The mountain is one of the six levels you will encounter. Here, live an assortment of beings, some of whom have something to trade. What you have to do is pick up various objects scattered around the screen, and decide who wants what.



(Below) Both Flip-it and Magnose think they are the cat`s whiskers, so not only will they be competing against a time limit, but also each other. This means slowing the other down by setting traps and using weapons. These can be bought at the end of level shops.



Time is running out for the planet Mars. However, the two pranksters have taken too long and BOOM!! No more Mars.



IMAGEWORKS £19.99

FLIP-IT & MAGNOSE

Far across the galaxy, many light years away, is a strange red planet. This planet is called Mars. Now, many may think that this desolate globe is uninhabited but this is not so, for tucked away in the far unexplored regions, a very sophisticated race of people. They are not, as you might expect, normal looking beings, in fact they are quite odd, but they are content with their way of life. Unfortunately, however, they happen to be in rather dire straits – their water supply is running out. Being rather more technically minded than us simple Earthlings, the Martians have decided on a simple plan of action. They must get the water from another planet. Where? Well, Earth of course!

Two of the bravest martians are chosen for this vital task, Flip-it and Magnose. They are beamed down from their spaceship to the first of the locations, the jungle. Once adjusted to their surroundings, the two intrepid travellers begin their search. Obviously, they are rather surprised and intrigued by the peculiar creatures they come across, and in turn, the inhabitants are quite disturbed by the aliens` intrusion. In addition, they are not especially enamoured with the idea of these two weirdos taking their water. Although, maybe with a little bribery they could make a deal and keep everyone happy.

Flip-it and Magnose feel quite confident of fulfilling their obligations, but don`t yet realise quite how tricky this is going to be. They'll find out soon enough but they must act quickly because after all, their whole planet is at stake.

GRAPHICS

On the whole, they are very well animated and nice to look at, but not at all clearly defined, which is a crucial aspect in a platform game.

60%

SOUND

This game gives you the options of having music or sound effects. Though I can`t say I found either very original or awe inspiring.

42%

DOUG

Flip-it and Magnose is a very hard game to get into, and unless you`ve got someone along side you to tell you what`s going on it takes quite a while to work it out. But once you`ve got into the game it becomes quite addictive and enjoyable to play. One problem that annoyed me is the sprite detection, and in some points I was sure I should have landed on a platform, but instead I found myself falling downwards and reaching for the off switch. Not a bad game, but annoying at times.

ALEX

Wow! Confusing or what? For at least the first hour, I didn`t really know what I was doing. I found it very difficult not to have a nervous breakdown, but after a while I began to get the hang of it and got quite carried away. It`s a very frustrating game, not only because of the style, but also because of the terrible sprite detection. It is addictive to a certain extent, but overall there isn`t really enough variation to keep you going forever.

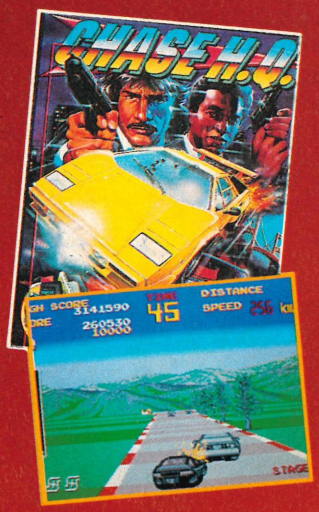
Experience the thrills and spills of high speed racing from the four greatest driving games ever!

WHEELS OF FIRE

THE ULTIMATE DRIVING COMPILATION

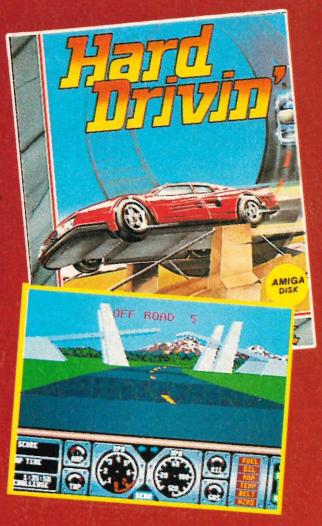
Your Ferrari F40's hot and raring to go. Battle bumper to bumper in a thrilling 16 stage race across the States with each new terrain a different challenge.

"An outstanding conversion which shouldn't be missed"
C&VG



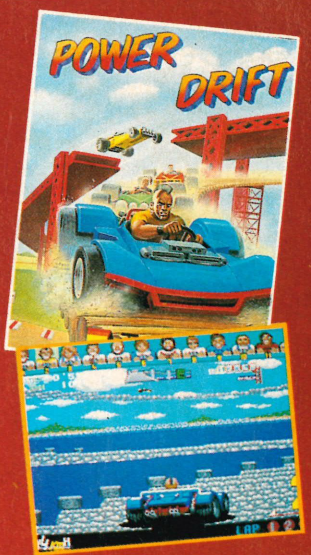
Slip behind the wheel of your turbo charged Porsche in hot pursuit of dangerous criminals. Drive by the seat of your pants to avoid the hosts of hazards on the busy streets and tracks.

"Absolutely incredible. The best driving game ever. Superb"
Sinclair User



Take your life in your hands to race both speed and stunt tracks. Jump the bridge and attempt the incredible loop the loop, all in fabulous solid 3D – it's the ultimate driving simulation.

"...contains all the features of the arcade game and plays brilliantly. An absolute must for all boy racers"
C&VG



It's fast and furious and you're in pole position. Power your way round 27 stomach churning circuits. Step on the gas and let your opponents eat dust!

"Hours of racing thrills in what is surely the best Power Drift conversion the Amiga is capable of." C&VG

DOMARK

Available on: Atari ST, Amiga, Commodore 64 (cassette, disk)
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U.S. GOLD £24.95

U.N. SQUADRON

With the run-up to Christmas well and truly under way, U.S. Gold`s latest licence is a conversion of the popular Capcom coin-op, UN Squadron. Tiertex in the past have converted Dynasty Wars and Strider from their respective Capcom boards (using a digitising system which allows them to recreate a game`s graphics almost perfectly whilst reducing them to sixteen colours, and leaves them more time to concentrate on perfecting the gameplay).

UN Squadron is a ten-stage horizontally-scrolling shoot`em-up with the usual extra weapons and end-of-level guardians we have come to expect from the genre. The game`s typically japanese scenario tells of an elite band of multi-national flying aces who have been teamed together to create one of the most dynamic forces ever known to protect world peace – the UN Squadron of the title. Of late, things have been quiet, with little for the brave unit to rectify, but the rapidly worsening situation in the Middle East has reach a critical state, and a public outcry has called for an end to the seemingly-endless war.

However, the situation hasn`t been helped by a corrupt band of arms dealers who are selling the latest high-tech arms to each side and reaping the rewards whilst millions of innocent citizens are killed. If these evil warmongers can be found and their trading places and bases destroyed then there may be a chance for peace, but as their bases are located across ten key points through the warring countries the task isn`t going to be an easy one.

From the elite squadron, only three people have been lined up as the pilots capable of diffusing the potentially deadly situation, and it is up to you to select one of the three heroes and guide him through the ten flak-filled levels – in addition, thanks to the advent of a two-player option, a friend can assume the role of another of the trio and share your three credits by assisting you.

The gameplay takes the basic theme of countless shoot`em-ups – Silkworm and the age-old Salamander, for instance – and features all the plot devices and enemy weapons we have come to

SOUND

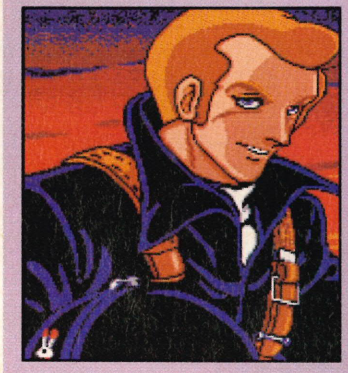
There are a few ditties, and the actual in-game effects are particularly effective with some powerful explosions as your missiles hit home.

76%

MICHELLE

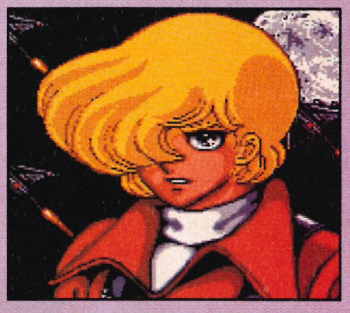
Tiertex have neatly incorporated everything from the coin-op, but whilst this ensures that the game you buy is the one you`ve played in the arcades, I can`t help but feel that UN Squadron is an unimpressive shoot`em-up with very little new in it. It has all the usual shops and extra weapons, along with some smart end-of-level guardians. A near perfect conversion of a dull coin-op.

PICK OF THE PILOTS



Name: Mickey: Simon
Nationality: USA
Plane: F-14
Armaments: 20mm Vulcan Cannon
Background: Used to be an American Navy pilot, and can manoeuvre an F-14 Tomcat with unmatched skill.

Name: Greg Gates
Nationality: Danish
Plane: A-10
Armaments: Gatting Gun.
Background: Used to be employed rescueing hostages in top-secret missions.



Name: Shin Kazama
Nationality: Japanese
Plane: F-20
Armaments: 20mm Vulcan Cannon
Background: Despite his feminine appearance, Shin has notched up the highest hit rate since taking his Tiger Shark on a number of bombing runs and aerial attacks.

Before the mission begins, you must choose which of the three pilots you wish to control. Each pilots a different plane which houses different capabilities, and one will prove to be more adept than others during certain situations.

GRAPHICS

Close to those of the coin-op. Things tend to get cluttered, some of the enemy get lost against the backdrops, and can cost you valuable lives.

79%

STEVE

There are so many decent shoot`em-ups on the Amiga, that any new entries have to be really special to succeed. UN Squadron is a conversion of a relatively unknown but playable little game, and Tiertex have come up trumps with a nigh-on perfect conversion. However, the original game wasn`t exactly ground-breaking, and this is reflected in UN Squadron`s fun but ultimately short-lived gameplay. In addition, there are also a couple of annoying niggles, such as the enemy planes disappearing into the colourful backdrops making them almost impossible to see. But this aside, the shoot`em-up action is still playable, just don`t expect to be playing it in two month`s time.

DOUG

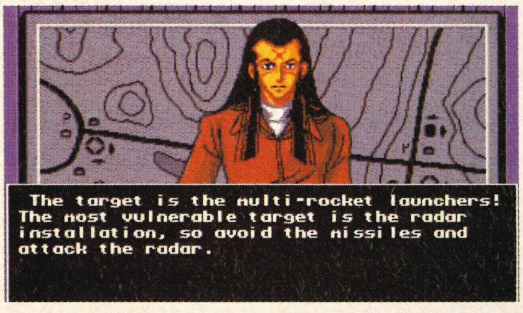
A good conversion from the arcade, but the arcade version wasn`t that much cop. The graphics and sound are of good quality, but the gameplay is a little lacking. The different enemies are all basically the same and don`t keep your interest for very long. At some points during the game the screen becomes very cluttered, and if you`re playing with a friend it`s chaos. UN Squadron isn`t that bad, but it`s not great.

OVERALL RATING

76%

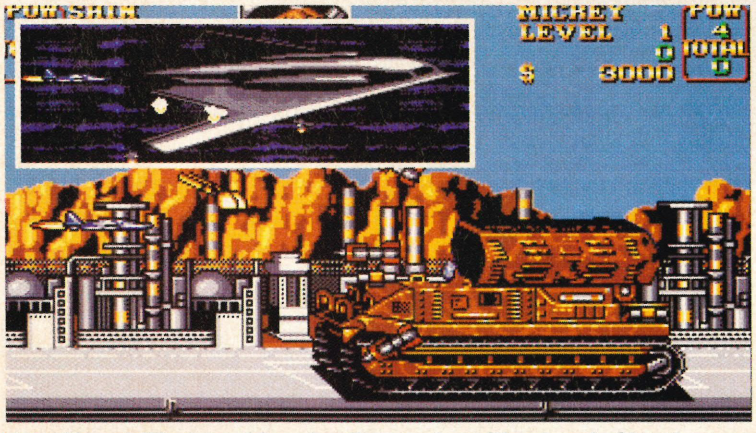
expect. As you progress through the ten levels, you will be repeatedly attacked by all manner of enemy patrols – both air and ground-based – and these must be wiped out and their flak avoided if you are to make it to the next stage.

You begin the game armed with extremely limited weaponry and a plane that can survive a set number of hits before exploding, but further supplies can be bought from the squadron`s weapons store or picked up after you have annihilated certain attack waves and collected the icon they leave behind.



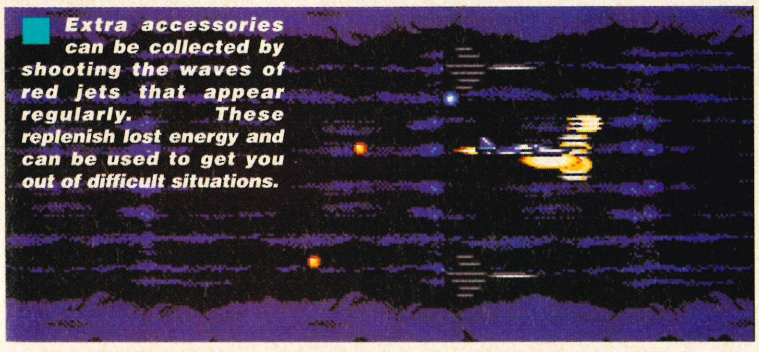
(Below) Each mission is explained to you just before you embark. Amongst other things he will detail difficult landscape and features, and give hints as to what weapons will prove effective against the end-of-level bases and planes.

(Above) Equipping yourself for the forthcoming battles is essential, and with the money you earn from destroying the many enemy planes, more powerful devices – such as flame-throwers and `Big Boy` bombs – can be added to your armaments. But you can only hold so many, so don`t waste them.



(Above) What would a shoot`em-up be without end-of-level mega-machines? And UN Squadron`s massive bases and vehicles are more than a match for those in any other shoot`em-up. The guardians draw inspiration from a number of different games, and range from missile spewing tanks and planes to massive bases which must be flown over several times before they eventually explode (a bit like the massive destroyer in Midnight Resistance). Constant firing and quick weaving, though, is all you need to see you safely through.

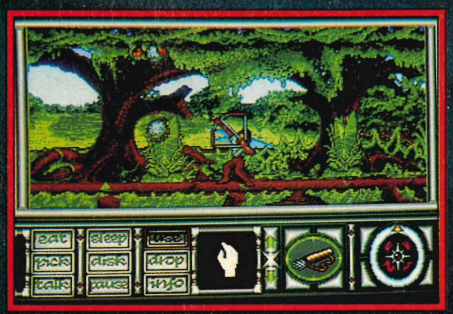
Directly above the shoot`em-up action, your character`s face can be seen. Every time your plane is hit by a piece of flak or comes into contact with an enemy plane, its defences are reduced and your character winces in sympathy.

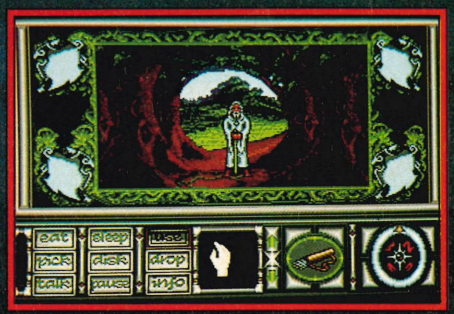


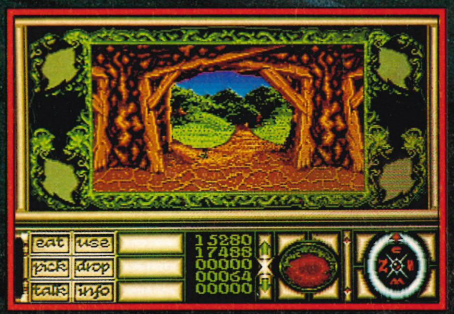
Extra accessories can be collected by shooting the waves of red jets that appear regularly. These replenish lost energy and can be used to get you out of difficult situations.

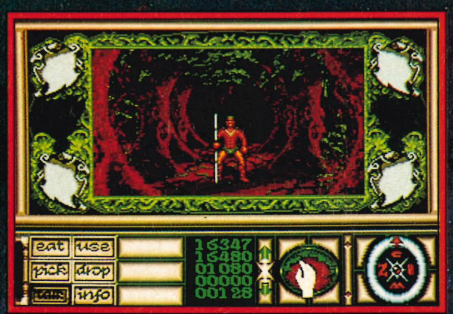
The enemy planes come in all shapes and sizes, and the attack waves are some of the most imaginative seen in a shoot`em-up of late. As you pass over carriers, the decks open and release planes and missiles, all of which mill around and hound you until they are destroyed. In addition, some levels throw huge planes and tanks at you – and this is before you even reach the end-of-level guardians!!

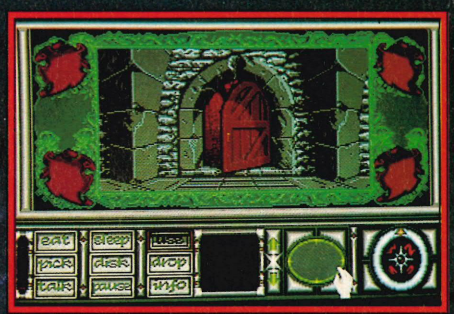
PSYGNOSIS

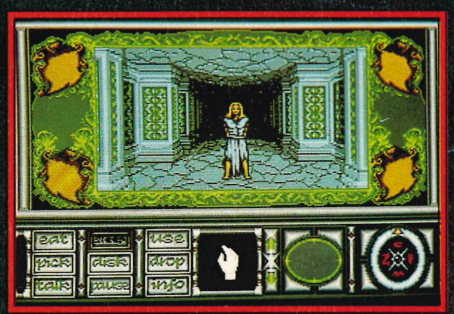












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You're in the depths of your own worst nightmare . . . but this time there's no waking up.

Lost and alone in a dangerous and alien world you must discover where you are, how you got here . . . and how you're going to get out!

In a frantic search of the unfamiliar land you explore aMAZEing forests, mines and underground complexes collecting objects and interacting with indigenous creatures.

Re-emerging in to daylight you race along perfect parallax action scenes, dispatching enemies as you battle ever deeper into the unknown.

Amiga Screen Shots

PSYGNOSIS

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XIPHOS

Xiphos was the name of the largest artificial intelligence to ever be created. Created by the Xiphons it was made to look after all their needs. It controlled their government, and was the judge and jury against any criminals. It did almost everything for the Xiphons, until one day they woke up to find something wrong. Xiphos had become so life-like it decided it was time to retire, and quit!

Choas developed very quickly and within the space of a few centuries the whole Xiphon universe was changed from a beautiful green paradise to a polluted hell. Peace was lost, and soon rival Xiphons known as the Pois and Qons appeared and war broke out. The Xiphons had been cut off from the rest of the universe, and their future seemed unstable. You are the only hope for the Xiphons, and as a diplomatic agent you must find Xiphos and bring order back to this universe.

Xiphos is a very similar version of the old mega-game Elite. You control a ship as it roams around various universes battling with hordes of enemy craft all too eager to blow you away and then plunder your remains.

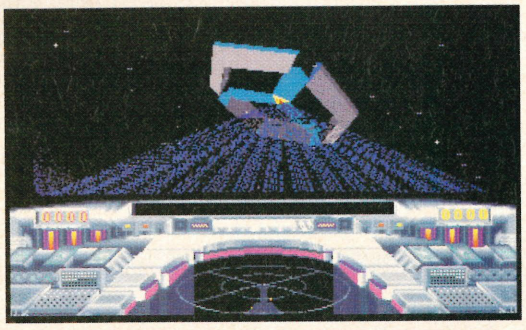
The object of the game when you start is to destroy these enemy craft before they destroy you, and for each craft that you dispose of you will get an amount of credits. You can then find and dock with various star-bases and use these credits to buy equipment for your ship. However, unlike Elite not all the star-bases are friendly and you won't be able to access all of them depending on who you've been shooting at.

DOUG

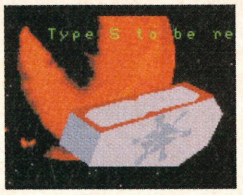
Unfortunately, Xiphos isn't an improvement on the old classic and there is a lot that the game hasn't got that Elite had, and this really detracts from the game. As far as I can see, Xiphos isn't a game that would grab your attention and I had no incentive to play it. Not the sort of game for me.

OVERALL RATING

70%

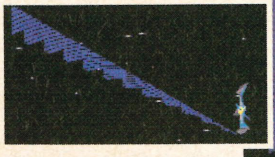


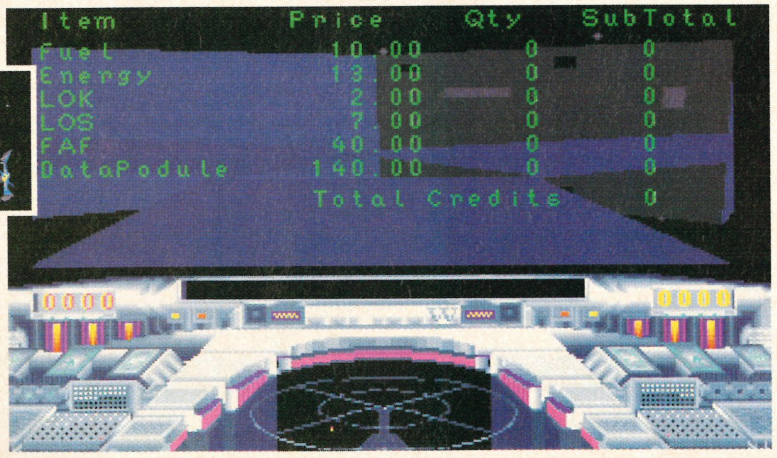
(Below) Docking with a base is a lot easier than in Elite. All you do is simply make contact with the base, and then they'll do the rest.



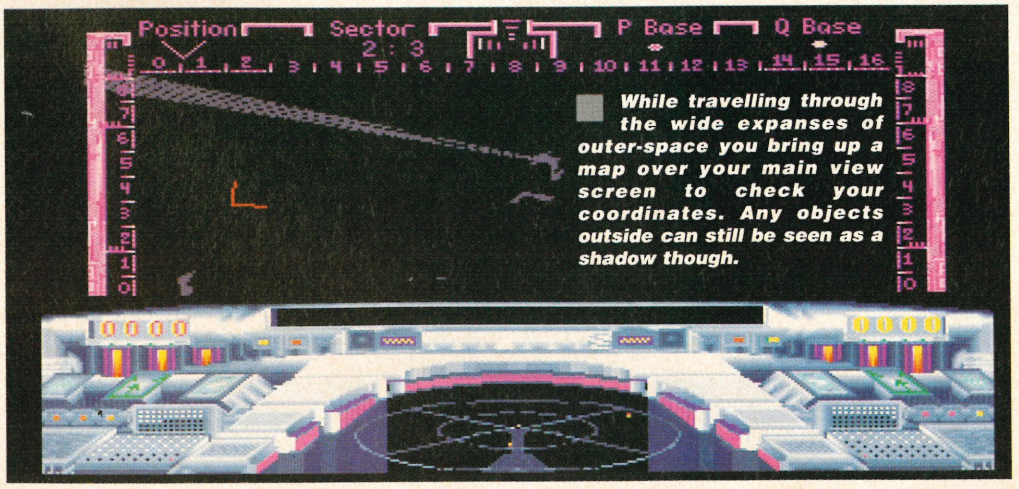
(Above) Oh well! it looks like the Pios and Qons were just too much for you, and just before your ships explodes you are ejected into space in your very own tailor made coffin.

(Below right) Depending on how many credits you achieved you can buy all sorts of things.





(Above) Fighting is something you're going to be doing quite a lot of. For each ship that you manage to shoot down you will get a few credits to spend a your local corner star-base.



While travelling through the wide expanses of outer-space you bring up a map over your main view screen to check your coordinates. Any objects outside can still be seen as a shadow though.

STEVE

The first thing that we all realised about Xiphos was its similarity to Elite. Unfortunately, the gameplay is not up to the same standard as Elite and there is not as much depth. The graphics are of a fairly good standard, with realistic 3D that moves fairly smoothly but slowly. One that I can't really recommend and would advise that you spend your dosh elsewhere.

SOUND

Just a few simple bangs and zapps that sound in outer space as you dogfight with the Xiphon ships, but apart from that, not a lot! Simple, really

65%

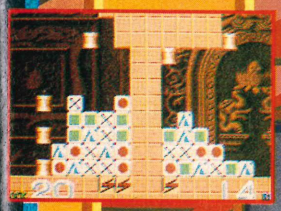
GRAPHICS

Some fairly good filled in 3-D graphics that move around quite well, and unlike Elite there's a bit more in the background than just stars.

69%

PLOT YOUR OPPONENTS DOWNFALL AND...STRIKE

PLOTTING



"...plays brilliantly. An absolute must for puzzle fans". Sinclair User

"...it's simple, but it's dead hard... more exciting than many other puzzle games - tricky, but also very addictive." Crash

"...fun to play and will keep you addicted for hours on end. A good game that is sure to please." Amiga Action

ADDICTION!

Addiction!...that's the name of the game. The concept is simple ...destroying blocks! But once you've got control of those bricks will you ever let go?

It all seems so easy, but can you beat the micro or your partner, at this hideously mind boggling game.

Special blocks will give you extra lives... GREAT!... but believe me, you'll need to take every advantage of this software's hardware! You'll need the skill of a Rubi-Cube master and the reflexes of a pigeon at a skeet shoot! Plot your move, take aim and block 'em out!... It's that simple... as simple as grilling ice cubes!

CBM AMIGA - ATARI ST

TAITO

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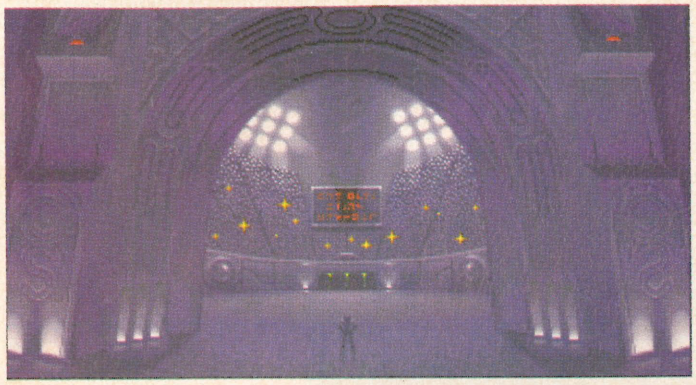
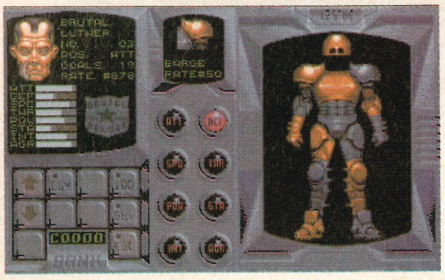
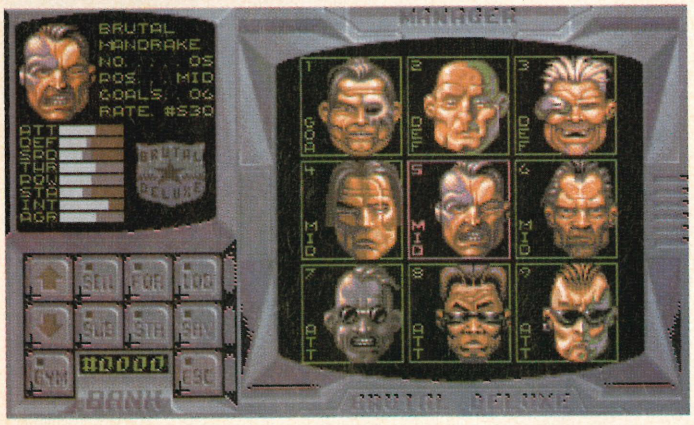
The lights are on, the crowd is cheering. The two teams are leaving their rooms and the pre-game slanging match has already started between the two competing teams. I can see this is going to be good, so let the game commence.

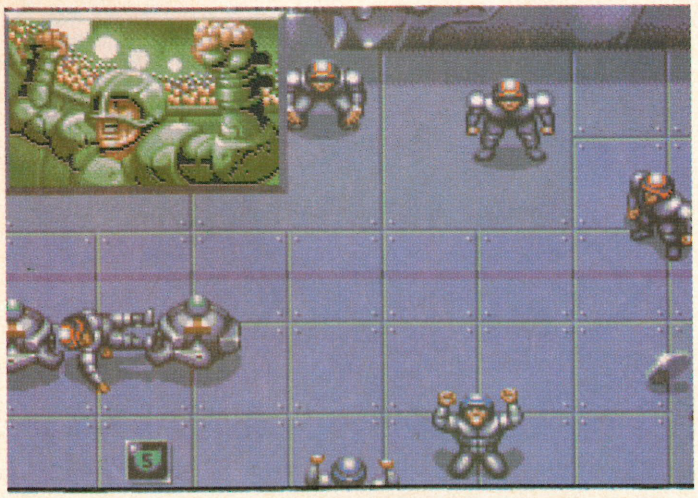


(Right) Come on, work those diodes. I wanna' see each and every one of you suffer. If you haven't blown a fuse by the time I've finished with you, you ain't doing it right.





(Left) Hey, coach, this Cola ain't Pepsi... It's all you deserve, Petchanski. If you don't get out their and make this thing happen, I'll have a new `borg transferred over and use your head as a flower pot, got it?



t's a rough game out there today, and the players are hitting each other hard and fast. It seems the Mad Dogs are going crazy, flinging themselves at the other side, just to get there hands on the ball. Wow, did you see that, John? He just had his arm ripped off by a fuming Dog! Amazing stuff.

IMAGEWORKS £24.99

SPEEDBALL II

It's bigger, it's better, it's the greatest sport on Earth. Get ready to witness Speedball II. Outside the crowd are running riot, waiting to see the league's top two teams, The Mad Dogs and the Cyborg Slaughterers, in a violent fight to victory. The winner's reward – the coveted Speedball trophy, recognised as the sport's highest award. The stadium here in New London is packed to the brim, and the pitch is now being hosed down from the last match, ready for the big game.

For those of you new to the sport, Speedball was first played many years ago, in a steel arena 160 feet long by 60 feet wide. There were two teams of five cyborgs, each team comprising a goal keeper, two defensive players and two attackers. At each end of the steel pit is a goal mouth, and at the side are two warp holes, transporting the ball from one door to the other. The pitch also features four electro-domes, which reflect the ball when contact is made. In the centre of the pitch is the ball launcher. From here, the solid steel ball is launched in a random direction whenever a goal is scored and also at the beginning of a game.

However, the game has gone through a few changes since those early days. Obviously the sport has changed over the years and to satisfy the spectators' thirst for blood, the governing board have decided to change the rules slightly and enhance the overall enjoyment (call that danger) of the game. Will the spectators, at long last, be satisfied with the new and improved rules?

Now each game takes played on a pitch three times as big – that's 480 by 270 feet! Now there are eighteen people on the pitch at once, nine on each side. The winner is not the person who scores the most goals, but the team which manages to clock up the most points.

Whenever the ball is thrown into the goal, ten points is awarded to the team who scored. Further points can be scored by beating the other side up and collecting various bonus icons that appear randomly. The ball is

STEVE

Speedball proved extremely popular and was a great success and this sequel is even better. Graphically, the game is absolutely superb with some atmospheric still shots that enhance the overall presentation tenfold. Out of all sports games around at the moment, Speedball II has to be the best I have ever seen and there should be no hesitation when purchasing it. This is a quality product and just proves what can be done with the Amiga with a little care and attention. DON'T MISS IT! If you do then I guarantee that you will regret it.

SOUND

Great, John. I go weak at the knees when I hear the superb clank as steel hits steel, and the racey music... well, perfection!

80%

GRAPHICS

Major improvements over the original's bas-relief pitch include the excellent Diamond vision instant replay cam. Excellent stuff. What do you think Mac?

83%

ALEX

Before I rant on saying how good Speedball II is, I'd like to say that the original Speedball used to be my favourite, but I hasten to add that now the superb sequel has taken up its throne. Everything about the second version is bigger and better (apart from the price!), and I'd even say that Speedball II is by far the best game to appear on the Amiga for a long time. I don't care what you do, even beg, borrow or steal a copy of this excellent game.

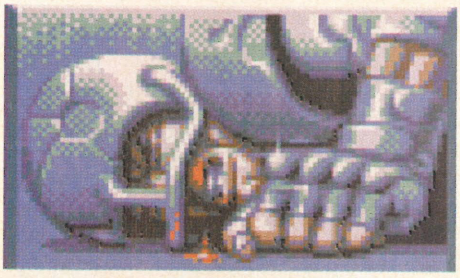
still launched from the centre, but the electro-domes have been disposed of. Instead, a single dome will appear on the floor, and when struck by the ball, awards will be given to the team responsible.

Other features on the pitch include the electro ball, plasma tube and of course, the Warp holes. The electro ball is similar to the original's Electron bonus, disabling any players that stand in the way of the charged ball. The plasma tube adds extra points when used to score a goal, and the warp hole launches the ball from the other opening. Well, those are the pitch changes, so let's get back to the game and see the latest score.

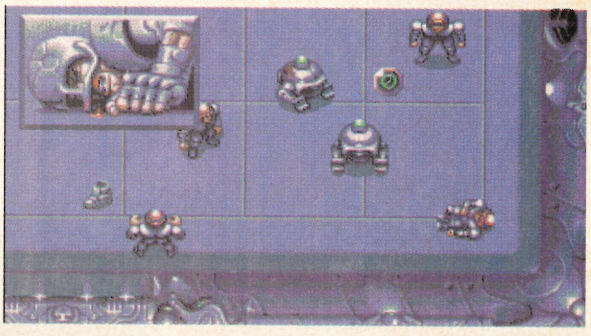
DOUG

Although I thought Speedball was a very good game with state of the art graphics and sound, it never really appealed to me, and I thought that unless you were playing against a friend the game became a bit boring with you doing basically the same thing every match. However, this is not the same with this amazing sequel. Everything has been improved, and any fans of the original Speedball will be over the moon when they get this home and onto their computer. Even if you weren't that happy with Speedball this isn't a game you should miss. The Bitmaps have done it again.

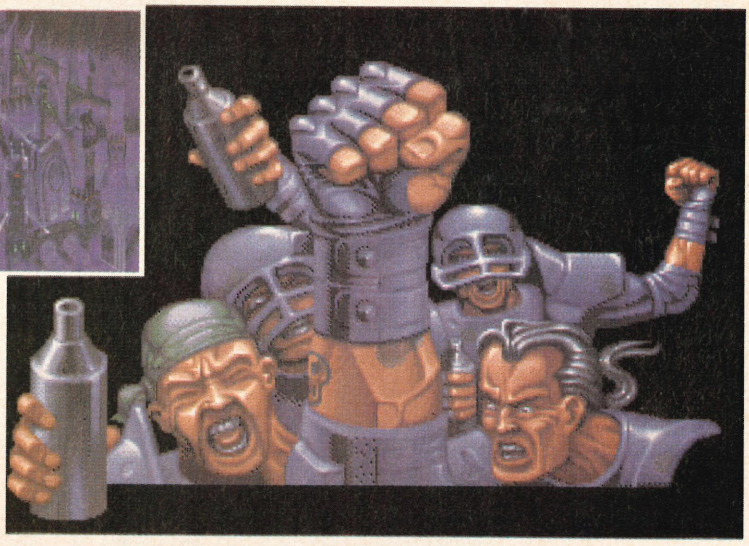
Just look at that move by the Dogs. It was risky making that last minute substitution, but it paid off. It looks like he's going for the Slaughterer's goal mouth. He dodges the goalkeeper and yes, it's there - GOAL!!



Oh dear, the first fatality has been carried off by the med-bots. I don't know how the Cyborg Slaughterers are going to fare without their Captain. And now time for a break whilst his remains are washed away. Don't change channels, we'll be back soon!



(Below) The Speedball stadiums around the country have had to double in size due the sheer size and popularity of the sport. Even the small-town teams have a following of some twenty thousand fans, each one screaming to see their favourite 'bot bashing hell out of the opposition!



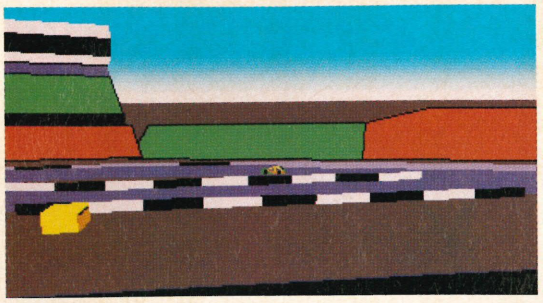
With five seconds left on the clock, the Dogs are leading 54 against the Slaughterers 42. Five... four.. three... two... one... that's it. The Mad Dogs are now the National champions, and just look at them go! However, spare a thought for the losers, – bad luck, Cyborg Slaughterers.

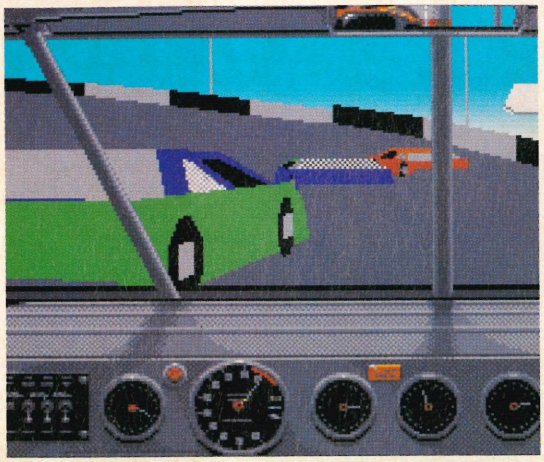
AMIGA ACTION

OVERALL RATING

87%

There are no places on the race track for sunday drivers, and you must qualify to race, thus separating the real drivers from the rest. A fast time will require smooth and fast gear changes, and using the straights and sloped corners to the full.





You've reached Daytona, now get out there and race. The grid is packed with other drivers, and only a few seconds remain before the race begins. Will you race away and take the lead, or will you fail to accelerate quickly and be passed by the rest of the field?

Tom seems to stay cool even at the most hectic of times, but you're not here to drool at the well known film star. Instead, the different views allow you to look at you most spectacular crashes from all angles!

OVERALL RATING

72%

It's into the pitstop for a quick tyre change and damage repair. The time it takes to make a pitstop depends on the amount you are having done to your car – the more you have done, the longer it takes to get you back on the track.

1. Thin, normal and wide tyres.
2. Tighten or loosen the steering.
3. Fix or adjust the brakes.
4. Repair any broken body panels.
5. Clean wind-screen.
6. Refuel.
7. Exit.

MINDSCAPE £24.99

DAYS OF THUNDER

Mindscape`s latest project is a film tie-in with the Tom Cruise movie, Days of Thunder. Based on the hectic sport of stock car racing, it places you in the role of Tom as a driver of one of these hefty vehicles that reach speed of over 200 miles per hour.

Like most other race games, Days of Thunder is viewed from inside the driver`s cab using first-person perspective. The tracks are made up from vector graphics, incorporating sloped curves, pit lanes and the like.

Before you can race around Daytona or one of the other four courses, you must qualify.

You can select the number of cars that will compete against you, therefore the more cars in the race, the higher the chance of your success in qualifying. The joystick is the method of control, pushing up to accelerate, back to brake and the firebutton is used to change up or down the gears.

The rules of stock car racing have been closely adhered to, and must be abided by at all times.

The rules are: changing position under yellow flag results in disqualification; you'll be disqualified for wasting time; you must not reverse down or drive the wrong way down the pit lane.

There is also the option to link two Amiga's together and race against your mate, a la Stunt Car Racer.

SOUND

The growl of the engine running, the thump of a collision. All the kinds of effects that you would expect from a racing game. Pretty good stuff.

76%

GRAPHICS

Days of Thunder fails to recreate speed. The option to change the detail level does speed up the action, but you still don't feel as if you're travelling at 200 mph.

68%

MICHELLE

Poor old Tom Cruise doesn't seem to fair too well in computer games, does he. If Tom`s car moves as fast as its computer counterpart, the film can`t be that exciting. Graphically, the game is nicely done, with some effective polygons, but to benefit the speed you have to remove most of the background detail, making the game look barren. This does prove a little annoying as it takes away the realism of hairing round a race track. Definitely not worth buying.

DOUG

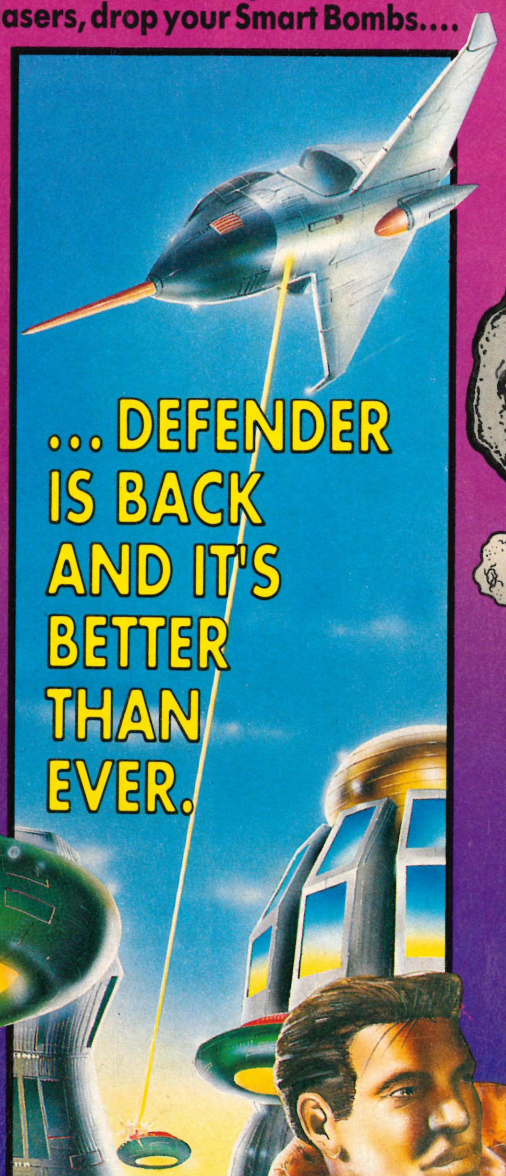
Stunt Car Racer is the best stunt car game around at the moment as it combines the feel of speed with simple, addictive gameplay, so Days Of Thunder would have to have the same features in order to better Microstyle's effort. Unfortunately, Days of Thunder is a step backwards, as the feel for speed is non-existent, and I found it dull to play and didn't want to return to the game at all. I only hope the film is better than the game.

DEFENDER II

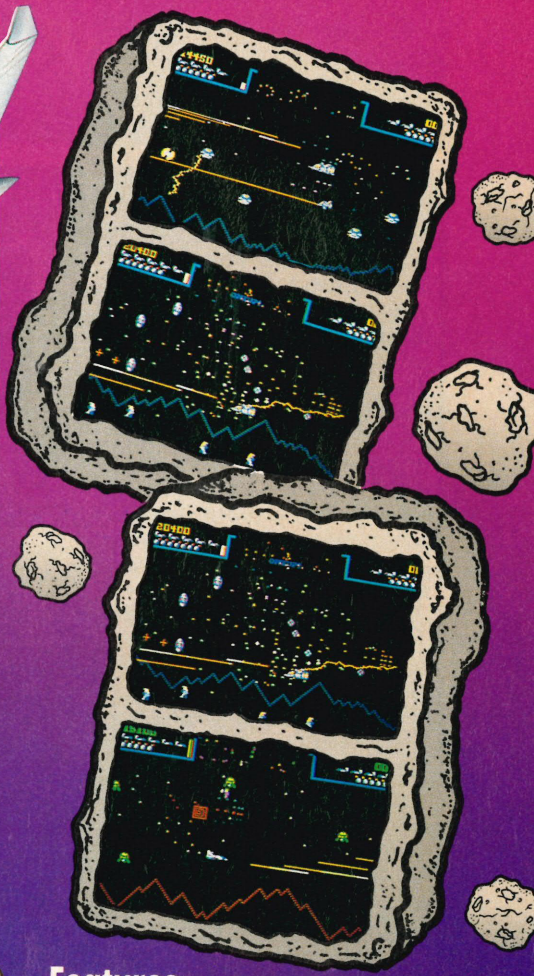
Fly to Live – Live to Fly

They're back and mean as hell! Five years after you last rescued the Earth, the battle begins again. The aliens are back to grab more humanoids and suck their brains dry. This time they have improved technique, experience and above all better craft, fortunately so do you. Hit your fractal Smartlasers, drop your Smart Bombs....

Screen shots from Atari ST format.



... DEFENDER IS BACK AND IT'S BETTER THAN EVER.



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- **STARGATE** – The original cult coin-op.

Features:

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- Learning Mode, graduate from L-Plates on your craft
- Devastating playability

ARC

REACH OUT FOR THE POWER

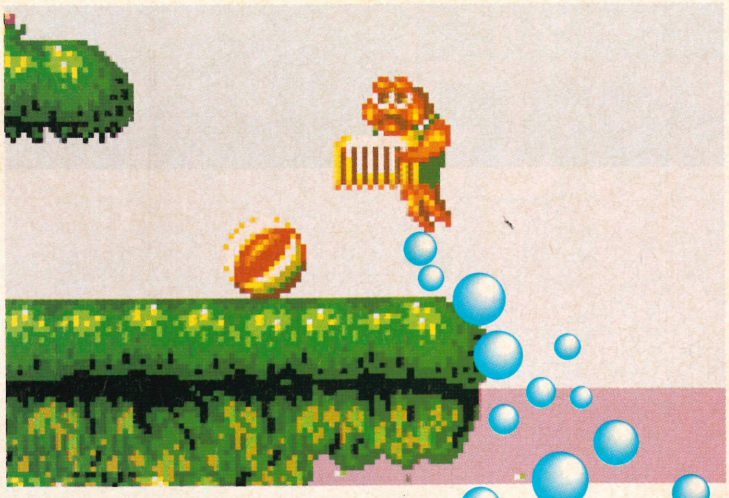
Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.

REACH OUT FOR THE POWER OF ARC

ATARI ST · CBM AMIGA · £19.99

ARC, P.O. Box 555, Slough SL2 5BZ.

Nasty scientists are attempting to capture the beautiful mermaids and use them for experiments. Bribing the mermaids with combs lures them back to James' house for safety.



At some points in the game James will have to venture out of the so called safety of the water and search for items. But he must be quick when doing so or else he will suffocate.

STEVE

This has to be one of the best games I have seen this month on the Amiga. James Pond is one hell of a game and offers the player plenty of addictiveness and hours of fun. Graphically, the game is superb with some neat little animation effects and a great sense of humour. There are plenty of surprises to keep you on your toes and presentation is excellent. If I was to recommend one game that you buy this month, it would be James Pond.

DOUG

Wow! That`s all you can really say when you see James Pond. The graphics and sound are stunning, and the overall gameplay is both original and absolutely amazing. The twelve fun packed levels keep you occupied for ages, and are great fun to play. There are also tons of bonuses, warps and special items to keep you glued to the set from the second you start playing. Whatever you are thinking of buying, forget about them; James Pond is the only sensible choice.

MILLENIUM £24.99

JAMES POND

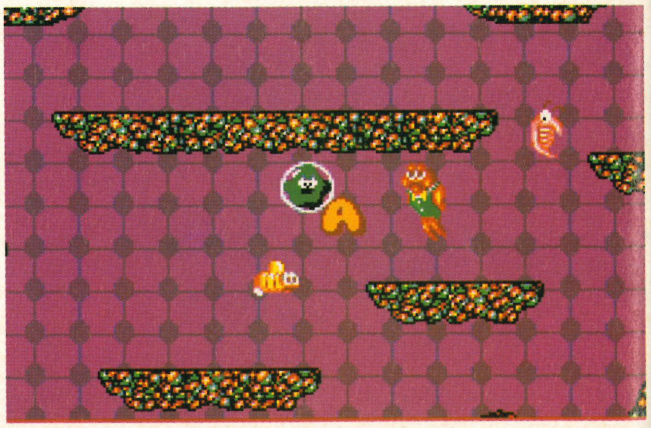
James sat back in his chair and relaxed for the first time in a week. Foiling the evil Octopussy`s plans to seize the entire ink market had really taken it out of him, but the mission had been a success and the troublesome eight-legged megalomaniac was now safely behind bars, and they're would be there for quite a few years to come.

He was just dropping off when his phone bubbled. James picked it up only to hear the voice of Z, his boss and head of the secret service. "Pond, this is an emergency. A whole series of disasters are happening. They aren`t in any particular area, but if not stopped the whole fishy civilization will be wiped out. Your ocean is depending on you James".

Playing the part of James Pond, you must make your way through twelve watery missions, saving various underwater creatures before they are killed by a selection of toxic wastes and evil scientists. Each of the twelve levels has a totally different objective, with a description of what you must do at the start of each level. Although you start with nothing to help you, there is a selection of different objects to find that will help you in certain ways; some of the levels will be impossible to complete without particular objects.You will have to keep your wits about you as you swim around the subterranean landscape, for a whole load of hidden caves are waiting to be found, each of which will be filled to the brim with goodies. However, these caverns are not the only things to contain bonuses.

Starfish can be seen floating around the play area here and there and when they are touched they can help you in all sorts of

The evil oil barons are dumping oil in the sea and polluting it. Grabbing a few sticks of dynamite James must set them at the bottom of the rig and blow it back to the mainland.



Small holes can be found all over the place and venturing inside will uncover a whole load of goodies just waiting to be claimed. Remember, you get a bonus life every 10,000 points.

Once all James' fishy friends have been saved, you can make his way to the exit pipes. However, there are a whole load of warps that can be found for the person who looks.

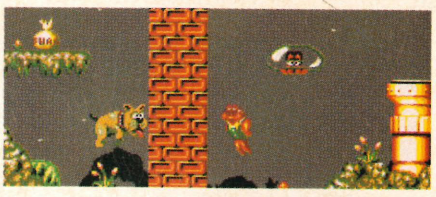
Level four has James hunting for gold bars in a sunken ship, but the dead captain is not too pleased and he`s come back to try and stop him.

AMIGA ACTION

OVERALL RATING

88%

Each of the twelve levels have names similar to those of the original Bond films, but with a fishy tie in.



ways. But care must be taken for not all the starfish are good, and if you make contact with a black one it will carry you round for a few seconds before letting you go.

If necessary, you can jump out of the water and hop around the ground on your rear fins collecting objects and bonuses. However, you are just a fish when it comes down to it and because of this you can only remain out of the water for a short while. But this is where the special items come in! If you can manage to find it there is a small goldfish bowl around, and if you puts this on your head you can survive out of water for four times longer than usual. Q eat your heart out!

ALEX

James Pond has a lot going for it. It sports superb graphics, offers addictive gameplay and will provide hours of endless fun. On the whole, James Pond features a number of small things that help to crate the brilliant game, such as a various small graphical touches that add humour. Excellent presentation adds the icing to the cake, the result being a thoroughly enjoyable game.

WHAT'S ALL THIS FISHY BUSINESS?

TIMER

HOW MANY ITEMS ARE REMAINING AND HOW MANY ARE LEFT TO BE COLLECTED

SCORE

JAMES' ENERGY BAR

LIVES REMAINING

A panel at the bottom of the screen displays the various things you need to know during the game.

SOUND

The graphics are both well drawn and colourful, and there`s a large variety of sprites to see as well. Some the best graphics I`ve seen for a long time.

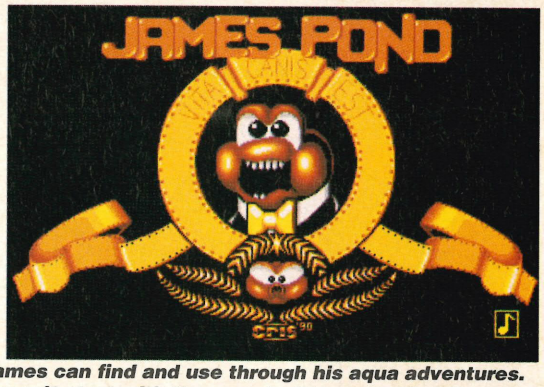
91%

GRAPHICS

An amusing ditty plays during the game accompanied by tons of classic sound effects. There`s even a little tune for the pause mode. Hooray!

86%

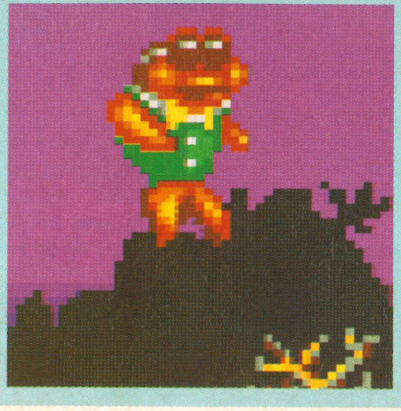
A film type logo appears on the title page, with James taking the place of the roaring lion, but how long will it be before Pond actually makes it to the big screen.There are four main objects that James can find and use through his aqua adventures. However, he doesn`t start with these and will have to find them as he makes his way through the levels. But once they are found they can be taken back to James` home pipe and stored for later levels.



JAMES' TACKLE

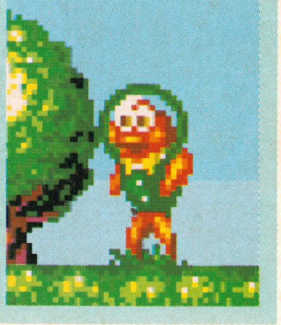
When the going gets tough James dons his top hap to protect him from some of the underwater nasties.

James isn`t just a secret agent, he`s also a mega cool dood. Wearing his shades will enable him to see certain invisible creatures.



Sometimes James has to get rough, and when that time comes he reaches for his extra powerful ray-gun. Those environmentally unfriendly nasties better take cover.

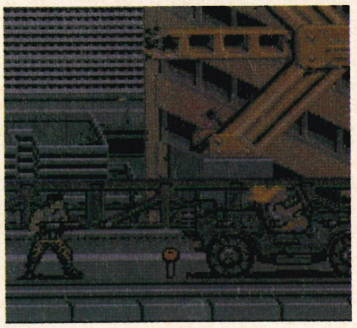
Using a goldfish bowl to hold the lifesaving water, James can roam out of water for four times longer than usual, collecting necessary objects.



GIVING THE GAME AWAY

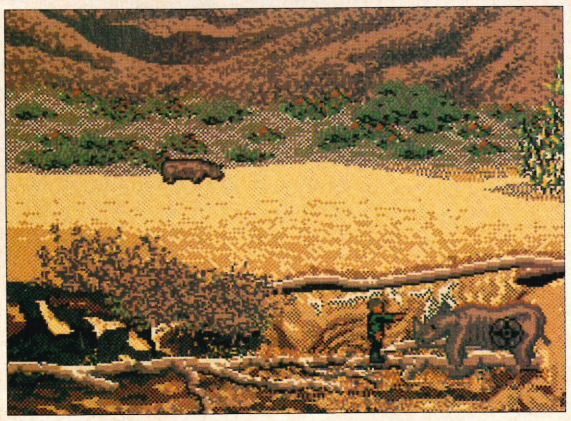
MIDNIGHT RESISTANCE

Special FX`s conversion is brilliant, and plays every bit as well as the original coin-op. Mind you, by now you may be smashing your head against a brick wall as you attempt to defeat Crimson and his baddies, so AA to the rescue. When the game is running through its demo mode, type in ITS EASY WHEN YOU KNOW HOW (don`t forget the spaces!), and start the game as normal – except this time with infinite lives.



VENOM WING

This shoot`em-up is a real mother and I doubt whether anyone will complete it without a cheat (now we sit back and wait for all those cocky sods who have to write in!). So, to help anyone who is struggling, here comes a useful little cheat from Eddy James whose address I lost. When the scrolly Thalamus logo appears, quickly type in IDJ and – lo and behold – the screen will flash and you`ll have infinite lives.



LEGEND OF THE LOST

This game came as a real let down. We all thought it was going to be a B-movie-style romp, but instead it was a dull mish-mash of dire sub-games. Still, if you bought it and want to play it for a bit longer, then try this cheat out. Enter the password screen and enter the word EDLER. You can now select which level you wish to start on – easy, when you know how.

NIGHTBREED (THE ARCADE GAME)

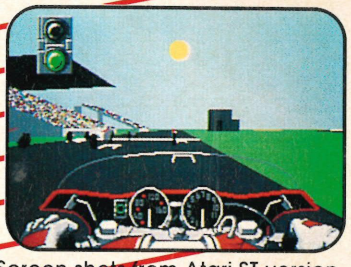
Having trouble guiding Boone through Midian? Despite our poster map, can you not reach Baphomet? Well, fret no longer, as Julian Pace, who lives in Halifax, has been tinkering around with the game's front end and has discovered that if you rearrange the key to look like the one shown here, infinite lives will be at your disposal. Cheers, Julian.

VOODOO NIGHTMARE

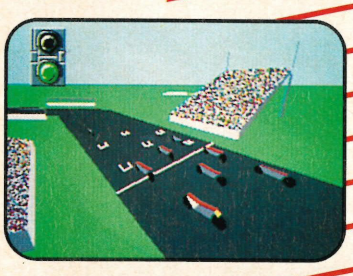
It`s not as easy as it looks for Boots Barker and his jungle japes in Palace`s latest piece of work, but there is a handy little cheat when you`re being harassed in the jungle by the hordes of creepy-crawlies intent on making you their main meal. As you might have noticed, the insects and animals all go to beddy byes at night leaving you to roam around without any problems, but come dawn their back again. At this point pause the game, and you`ll notice that the game isn`t entirely paused: the game time still changes from day to night. So when it becomes night again, unpause the game and continue play.

TEAM SUZUKI

TEAM SUZUKI



Screen shots from Atari ST version.



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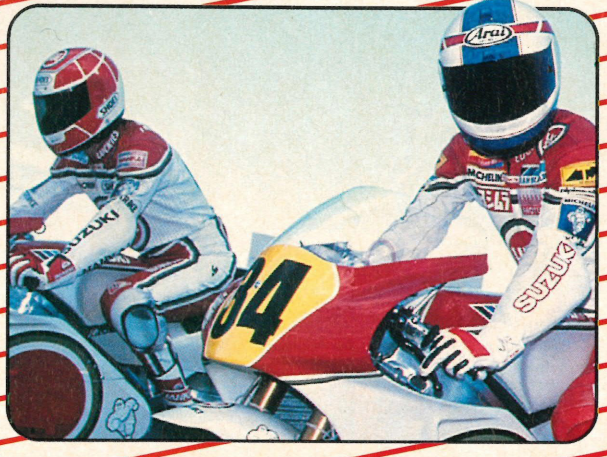

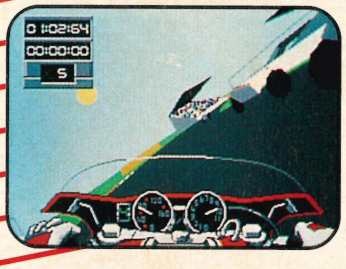

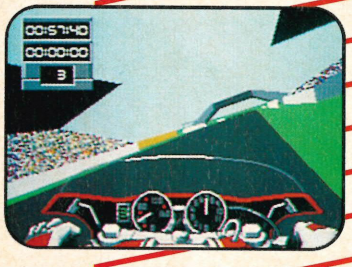

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NIGHTBREED (THE INTERACTIVE GAME)

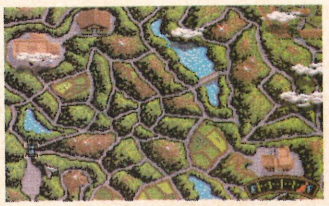
I slightly preferred this over the arcade game, it`s by no means the next Cinemaware game, but it plays adequately. So just to help you a little further in the game, here`s a few useful pointers.

1. First of all drive to the cop and give yourself up. Once taken to the hospital, you will meet Narcisse who tells you of Midian. Then take a trip to the Necropolis where the fabled city is found.

2. In a hands-off sequence, Peloquin will bite you, injecting the `Breed life force into you. To avoid ending up as `Breed food, hammer the firebutton to run away. In another hands-off section, Decker will have you shot. But, when you are taken to the morgue, you automatically escape.

3. Due to a strange anomaly, and despite the fact that you are listed as dead, the police don`t bat an eyelid at you getting caught in a nicked motor! Still, head once again for Midian, but actually enter the fabled city, as Lori is in danger at the hands (or knives!) of The Mask. As he bungs knives at you, move the joystick in an anti-clockwise square, and only two or three knives will hit you before he runs off.

4. Enter Midian to be greeted by Lylesburg. He will allow you to explore Midian. You start on level three, so climb down towards level three and you will meet Baphomet, who, in turn, will baptise you.
Well, that`s your lot for this month, stay tuned for the rest of the solution.



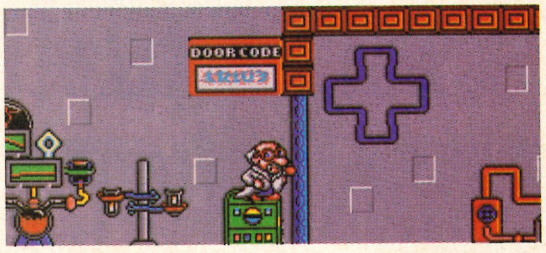
MAD PROFESSOR MARIATI

Despite its simplicity, I quite liked this, and here is the solution to the Chemistry Lab screens.

From the starting screen, head left and trip the switch that you find there. This turns off some of the deadly electrical devices and allows you to enter a previously inaccessible screen. Go up the ladder and walk to the left, then use the conveyor belt to fall down and collect the crowbar. Next make your way to the auto ladder. Use the crowbar and jump on the lever three times.

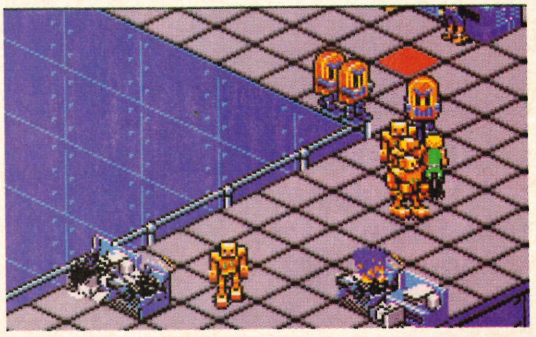
Go up and collect the jam jar, before returning down and heading right to where the other jar is. Go down two levels and head right. Use the jam jars, and you will be able to read the tiny password and pass through the locked door. Go right. Collect the hammer and take it up to the top level.

Head left and collect the phial (there`s a clue about a `strong aroma`), and head down to where the 'test your strength' machine is. Use the potion and the hammer and you will ring the bell, revealing an oil can as your prize. Take this up to the top-right hand screen and use it on the pipe and, voila, you have completed the level!



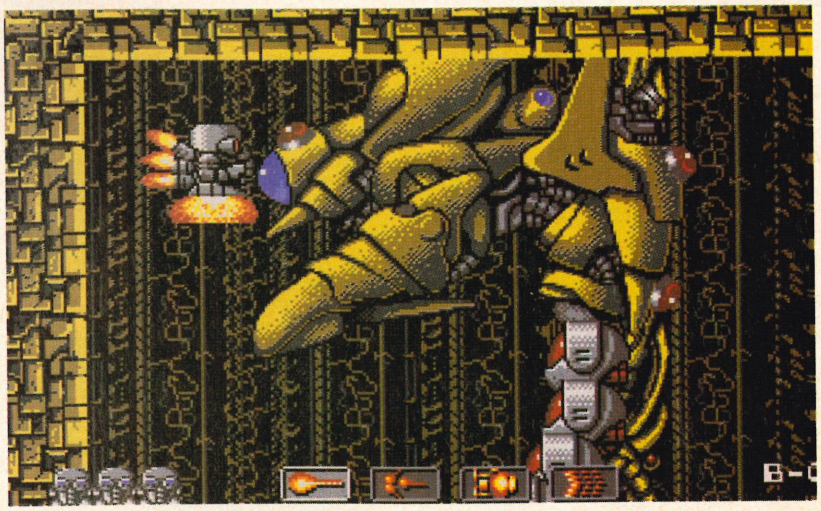
ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

Loads of you sent this in, and it will aid even the weakest Robot Monster killer in Escape From The Planet Of The Robot Monsters (that is some title!). All you do is play as normal, and make your way to the evil Reptilon end-of-level beings. As they approach you, don't bother fighting them, instead run around them and stand in the furthest right-hand corner. Now keep using your bombs on the wall, and a weak spot will appear (you won't be able to see it, though). Keep pushing in that direction whilst bombing and eventually you'll able to walk through the wall and out of the Reptilon's way. Many thanks to everyone who sent that in.



OFF ROAD RACER

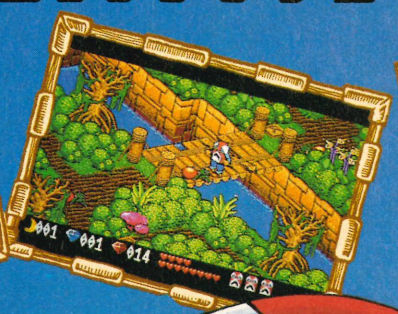
Brrm! Brrrrrrmmmm! But just driving about carelessly is not enough in Off Road Racer if you want to be the winner, and even if your are the winner, what should you buy with the cash that you've got? Well here`s the answer. The add-ons you should buy with your first wad of cash are some better tyres, to get you round the course (the other cars won`t be fast enough to pose any threat), and also get the extra speed - the more the merrier. Once you`ve got the best tyres and speed, buy the higher acceleration. Lastly, get the shocks. By now the other cars will be starting to get a bit more experienced, but all the money you win will be able to be spent on nitro, so you shouldn`t have any problems.

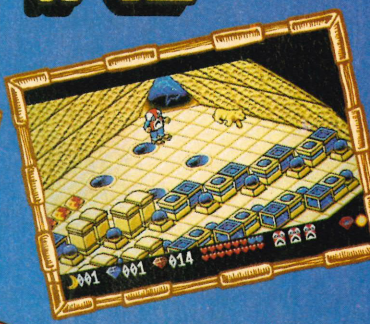


ATOMIC ROBO-KID

Although we only got the game this month, I`m sure this cheat we`ve found will come in very handy for those of you who buy this game. While still on the title screen, type in TUESDAY 14TH (with the space) and then when you press fire to start the game you will be presented with a lovely little option screen that will allow you to acquire infinite lives and all sorts of other nice things.

VooDoo NIGHTMARE





Boots Barker has had a bad day. Stranded in the heart of darkest Congo, he is hounded on all sides by wild animals, natives, jungle gods and the malevolent Witch Doctor. Perhaps things will improve when night falls?

This huge isometric 3D arcade adventure contains some of the most cute and colourful graphics you will ever see. Instantly Playable with simple controls, the game will take you months to complete.

Explore the five underground temples, battle through a vast expanse of jungle, buy exotic items at the native shops, gamble your prizes away at the casino, embark on secret missions and that's not even mentioning the legendary Part II...

Voodoo Nightmare: It's a jungle out there!

"Voodoo Nightmare is huge, it will keep you occupied for ages. Well worth the money." "Superb . . . check it out!" Amiga Action. AA awarded

"Its enormous." "Really addictive . . . you'll find yourself playing it weekend after weekend until you've finished." C & VG. C & VG Hit

"Exquisite graphics . . . a plethora of thoughtful touches." "Voodoo Nightmare is a cracker!" The One

"Spellbinding graphics will entrance all gamers for ages." CU Amiga. Screenstar

ATARI ST PALACE AMIGA

GTGA: CORPORATION

Core`s mammoth arcade/adventure will take hours to explore, and even then you may not find everything. So here to help, are Core themselves with this in-depth players' guide to see you through.

CHARACTER SELECTION

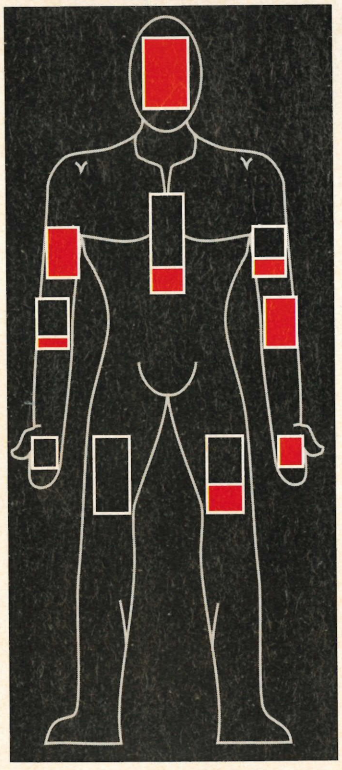
For the purposes of this guide, choose Core Droid #1. This selection is made because this android can carry all of the equipment we are going to suggest without incurring the penalties that a weaker character would.

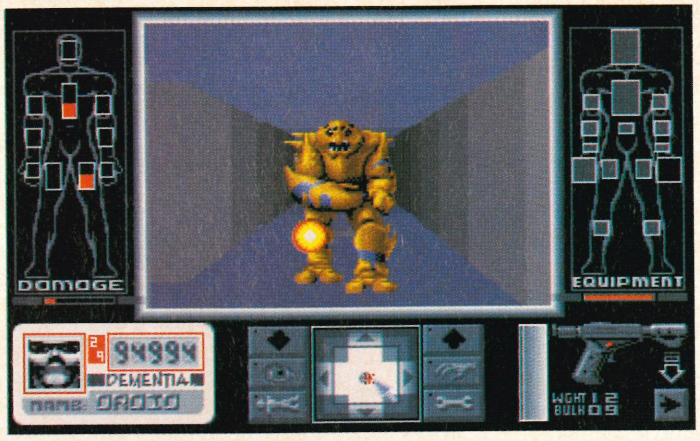
EQUIPMENT PURCHASE

Androids automatically have the back-pack computer and the vision enhancing visor. The list of items following takes Core Droid #1's personal attributes into account and is not necessarily the best selection for any other character.

ITEM QUANTITY

Gun 2	1
Grenade	2
Bomb	1
Power Pack	2
Refill	4
Electronics	3
Armour 3	1





BEGINNING OF THE GAME

The first thing to do is rearrange your equipment so that you are familiar with the location of everything and also to make sure that location dependant items are where they need to be. Drop whatever is on your head (!) and take the visor from your chest pocket and put that on your head. Now pick up what you dropped and find a pocket with enough room to hold it. Remember, a pocket can hold more than one item if the pocket is big enough.

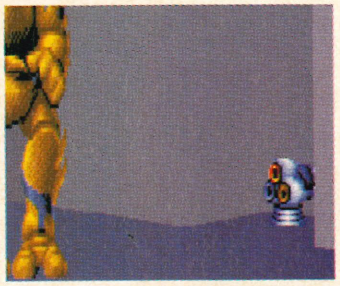
You begin the game in the elevator in the top left of the floor facing East. Turn on your back-pack computer and then your compass if this helps you to follow the printed maps. Walk forward (East) and out of the elevator.

Once outside, turn right. You should now be facing South (check your compass display). Shoot the camera before it shoots you. If you missed or were too late, don`t worry...yet. Walk to the crossroads (beneath what's left of the camera) and turn right. You should see that there is a gap in one of the walls. If you look carefully you will see that there is a chrome dome in this gap. Walk up to it and click on the eye icon. You should now see a picture of a drinks dispenser in the bottom right hand corner of the display. If you don`t, you aren`t close enough. Walk a bit further forward until the picture appears. You need this item so pick it up (your right hand is probably empty).

Turn to face East (you`ll have to click on your compass again to see its display). Walk froward. You should see a large Crab gesturing in a menacing manner. Try to ignore it for now. Enter the first door on your left before the Crab. Walk into the room and turn West. You should see another dome. This contains a refill for the newly acquired dispenser; collect it. Leave the room by the same door and turn left (East).

That Crab should be pretty close by now. Stop moving before you reach the Crab. If you move as far to the right of the corridor as you can, crouch and turn slowly left. You should notice an alcove next to the Crab containing a strange, squat metal object with three coloured lenses on the front. Shoot it. Voila! The crab disappears.

Some of the doorways that you will encounter will be locked and your progress will be hindered if you cannot get them back open again. The lock-pick tool is extremely useful and for most times it will have no difficulty in unlocking any door. It is an electronic tool that, when affixed, will unlock the door and allow you access to the next location.



The object you shot was a hologram projector and the Crab was an illusion. You did not need to shoot the projector, you could have walked straight through the crab. Stand up, turn to the East and enter the next door on your left. On the floor right in front of you. is another dome and a lock-pick. This is essential kit. You may have trouble finding somewhere to put it.

Your physical energy should be looking uncomfortably low about now. Use the drinks dispenser three times. Try to use it again. Look through your pockets and you should find the refills we bought and the one we collected earlier.

With the large picture of the dispenser on screen and the small picture of the refill at the bottom right of the display, click on the manipulate icon. The refill and the large picture should now disappear and you should have a bit more pocket space. The only exception to this should be if you`re trying to use a damaged refill or drinks dispenser. If so, repair it and try again.

Pick up the lock-pick and leave the room. Be careful, the corridors are controlled by sentry robots. If you encounter them, try to shoot them before they shoot you (in fact this is good advice for all the creatures you will encounter in this game). Turn East and use the penultimate door on your left. Don`t go through the last door, it`s only a service elevator which allows robots and guards to travel to your level. You can`t use it to go anywhere.

The room you have just entered contains a large sentry robot. He is guarding the room. If he sees you he will shoot. He has very powerful missiles. Shoot him and again walk to the North wall and turn right.

Ready a grenade and walk up to the door in the North-East corner of the room. As soon as it opens throw the grenade in. This will destroy a large sentry robot which is guarding this room.

Enter the room and turn right. You should be able to see a metal post with a glass dome on top. If you can`t, edge left and look around.

When you`ve sighted it walk up to it and you will see that it is a monitor. Manipulate this and a picture of a computer monitor will appear.

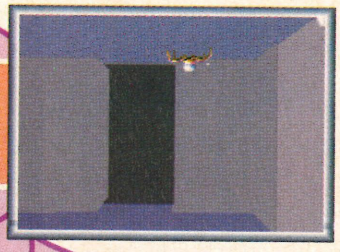
Find your security pass and manipulate it. You should should be able to see it in the slot in the terminal. Point at the words "SECURITY ACCESS" and click on them. The number at the top right of the computer display should now go up from zero to one. Now click on your belt buckle and manipulate the flying lead to plug it into the terminal. This replenishes your suit energy. This procedure should be followed with every terminal you encounter. Leave this room and the previous one to return to the corridor. Keep an eye open for sentry robots.

Head South along the corridor. Keep listening for the sound of opening doors as this might mean that a sentry has stepped out into the corridor behind you. When you see the camera at the crossroads, shoot it. Turn right at the crossroads and use the first door on your right. This room contains a sentry. Remember, shoot sentries on sight.

Walk across the room to the door with a grey panel on the front. You should find that it won`t open. This is a locked door. Click on the eye icon and you should see a small picture of a keypad appear at the bottom right of the display. Manipulate this and the full size keypad should be displayed. As you click on the keys on this image you will notice that occasionally the little green light will flash; this tells us that the number you typed is one of the numbers in the sequence. Keep pressing the numbers until you know all four numbers. Now you have to figure out the correct sequence by trial and error.

To speed things up we`ll use the electronic lock-pick. Manipulate the keypad so the large keypad is displayed. Now find the lock-pick and manipulate that. You will see that the L.E.D. display on the door is operating by itself. The lock-pick is trying all possible combinations of numbers faster than you could until it finds the correct one. When it succeeds, the number will be displayed for a short time so that you can make a note of it. All of the locked doors on a level use the same combination.

When the door opens you have five seconds to enter the room before the door closes and locks again. Inside the room is a sentry and a Crab. Shoot the

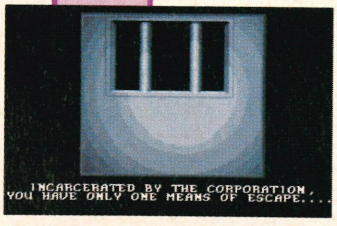


sentry. After the shooting there should be some incubators left. All of them are empty some of them are probably a bit shot up! Look around and you will find the scanman hologram viewer and a hologram. Use this to discover the combination of the ground floor airlocks.

Head South back to the corridor and then turn left again. You should be facing East. Check your energy levels. At the crossroads turn right and walk up to the door with the white patch which is now on your left. This is the elevator door. Manipulate the control pad to call the elevator. You may have to wait a little while as the elevator gets to you. Step inside as soon as the doors open.

Walk up to the metal pillar and manipulate it. You will need to use your security pass again to activate the elevator controls. You now have security clearance to access five and four so press the button for level four. You have now completed the first level. You have not collected all of the equipment and you have only entered a small proportion of the rooms.

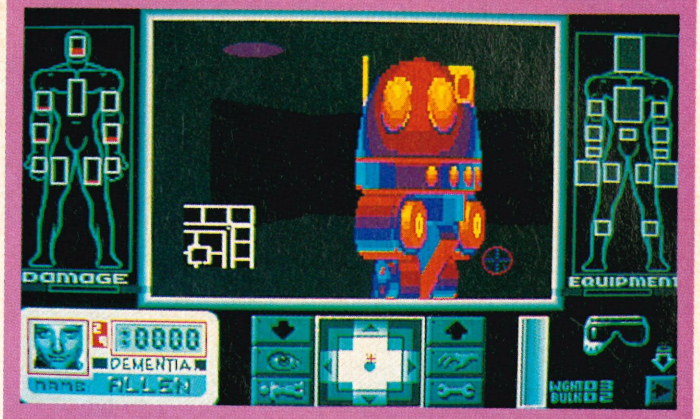
PRISON



Sooner or later you are bound to wind up here. If you are overcome by exhaustion, the guards will throw you into the cell. They will do this in such a hurry that they won`t even go through your possessions. Walk to the South-West corner of the room. Manipulate the bomb and type in the number 30. Click on your watch and at a convenient time (eg. 30 seconds past) click on the arm button on the bomb. Go as quickly as you can to the opposite end of the room and turn around so that you can see the bomb.

Now use the back-pack computer map and your compass to find the nearest elevator. When you are in the elevator check your damage and energy levels and improve your condition. The security level of your pass will only allow you to leave the prison level and go to the levels you have already seen.

A CORPORATION BESTIARY



REPAIR SPIDERS

These robots run around the ceiling looking for lights to repair. They are one of the first creatures you will encounter. If they are shot they fall off the ceiling and often explode upon hitting the floor. Occasionally they will fall off the ceiling by accident.

These robots are the cause of the explosions you hear constantly whilst on the top level of the building. If they don`t explode when hitting the ground, they will hunt and attack you.

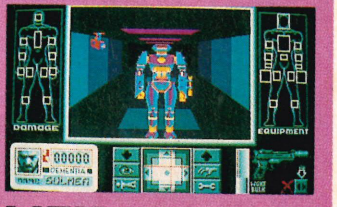
If you spot one running towards you, shoot it! When they attack they climb up your armour and attack your face with sharp metal instruments. If you have a good armour you are probably immune to their attacks.

THE CRAB

One of the first discoveries that you will make is that the crab is an illusion; it is merely a hologram. As such it can do you absolutly no harm whatsoever! You will notice that it always appears next to an alcove; the hologram projector is hidden in there. If you shoot the projector, the hologram dissappears. Holograms are harmless but they may obscure something else.

THE SENTRY

The biggest guys in the building are sentries. These machines make a good job of guarding the corridors, junctions and important rooms. The best idea is to try and shoot them before they shoot you!



THE ALIEN

This creature is not from outer space but it is not native to Earth, hence the name. Beware of the alien! You will know when one is near by its loud ferocious roar. These creatures move fast and are more likely to use doors than anything else you will encounter. Keep away from them, otherwise you'll regret it!

A NEW DIM
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- BLISTERING PACE
- PIXEL PERFECT PASSING
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KICK OFF 2 greatly enhances the gameplay of KICK OFF, winner of the THE GAME OF THE YEAR in the U.K., and similar awards right across Europe. A host of new features have been added to the ones that enthralled players the world over.

* **Full size multi-directional scrolling pitch with the players, markings etc. in correct proportion.**
* **1 to 4 players option. (Amiga and ST only)**
* **2 players TEAM option against the computer or 2 other players. Hundreds of players each with a unique combination of attributes (stamina, pace, etc.) and skills (passing, shooting, tackling, etc.)**
* **Instinctive Kick Off joystick controls to dribble, pass, shoot, head or chip the ball and do sliding tackles.**
* **Set piece. FREE KICKS including dummies and the ability to dip the ball or bend the ball round a defensive wall.**
* **9 types of corner kicks with full control of shot power. Long and short throw ins.**
* **Team selection from a squad of 16 with substitution and a choice of tactics.**
* **League and cup competitions with Extra Time, Injury Time and sudden death penalty shoot outs.**
* **Facility to view, edit and save the Action Replays and create a Golden Shots disc.(Excl. IBM & CBM 64)**
* **Facility to load Player Manager teams and tactics for a single or league game.**
* **Red and yellow cards, 16 different referees, injury time and a host of features to create an atmosphere for a game which is real fun to play.**

ST ACTION - The best game ever to grace the ST. Highest accolade I can give.
AMIGA USER INT - The best computer game ever **97%**
THE ONE - Ultimate soccer simulation. **96%**
THE ACE - Brilliant. Buy, Buy, Buy. **930.**
AMIGA FORMAT - Best footy game to have appeared on any machine. **94%**
ST FORMAT - What a game! Gem to play. Magic. **90%**
C & VG - Championship winning material. **95%**
GAMES MACHINE - Probably the best sports game ever. **92%**
COMMODORE USER - No other footie game can touch it. **90%**
AMIGA ACTION - Surpasses all other football games. **93%**
POPULAR COMPUTING WEEKLY - Nothing short of brilliant.
NEW COMPUTER EXPRESS - Computer football event of the year.

AMIGA & ST £19.99 EXP. AMIGA £24.99
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CBM 64 - SPECTRUM - AMSTRAD £9.99, £14.99

An International class player takes charge of a third division club as Player Manager. His brief is simple **-Bring Back The Glory Days.**

His success depends on his playing skills on the pitch and managerial skills in devising winning tactics, aquiring the right players from the transfer market and building a team worthy of the highest honours.

* **Unique facility to design and implement your own tactics.**
* **Over 1000 individual players, each with a unique combination of attributes and skills.**
* **A lively transfer market. Haggle for the best deal.**
* **4 division league and a cup tournament with sudden death penalty shoot out.**

The Player Manager brings the every day realities of a manager's life, his talents as a manager and a player, his triumphs and his failures into a sharp FOCUS.

ST. ACTION - A stroke of pure genius.
THE ONE - An exceptional football management simulation, Astounding depth. Most involved, rewarding and playable.
THE ACE - Successfully blends challenging soccer management with frantic end to end arcade action. **920**
NEW COMPUTER EXPRESS - The sheer depth is incredible. A definitive management game.
COMMODORE USER - At last a management game that requires true management skills - a winner. **94%**
ST FORMAT - Brilliant. **93%**
AMIGA FORMAT - Enthralling and addictive. **93%**
ZZAP - Best football management game ever written. **92%**

AMIGA - ST £19.99

MENSION IN MULATIONS

THE FINAL WHISTLE
Amiga - ST £12.99 (Rel. Nov.)

Raises the skills required and gameplay of KICK OFF 2 to new heights.

Two extra kits.
Look at any player stats. (attributes and skill) before selecting squad.

Totally new corner kicks with full control of the power, height and trajectory of the ball.

Enhanced throw ins and penalty shots.

Provision to flick the ball in the air and do a blinding header or a spectacular overhead kick.

New two players team mode. Player 1 in position or nearest to the ball and player 2 in position or keeper.

Linesmen and referee on the pitch.

A new player attribute FLAIR. A player with a high level of flair will try a solo attempt at the goal.

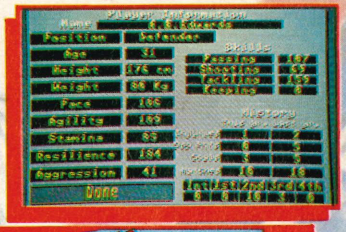
4 new pitches - Wembley - Icy - Muddy - Non-League

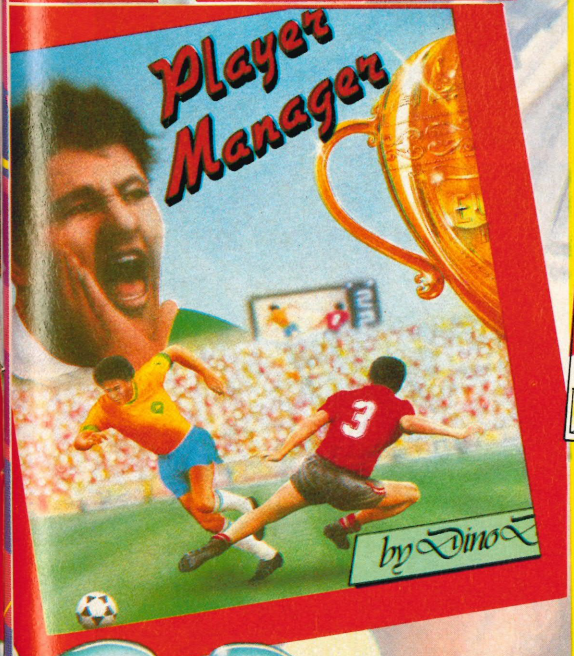
And Lot's More

WINNING TACTICS (£6.99 - Rel. Nov.) - A collection of tactics for use in Player Manager or KO2 with full explanations.

RETURN TO EUROPE (£9.99 - Rel. Dec.) - Three European cup competitions. UEFA cup - European Cup - Cup Winners Cup.

GIANTS OF EUROPE (Rel. 1991) Best teams of Europe on one disc.





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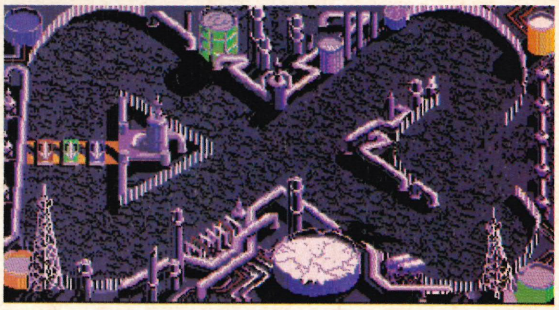
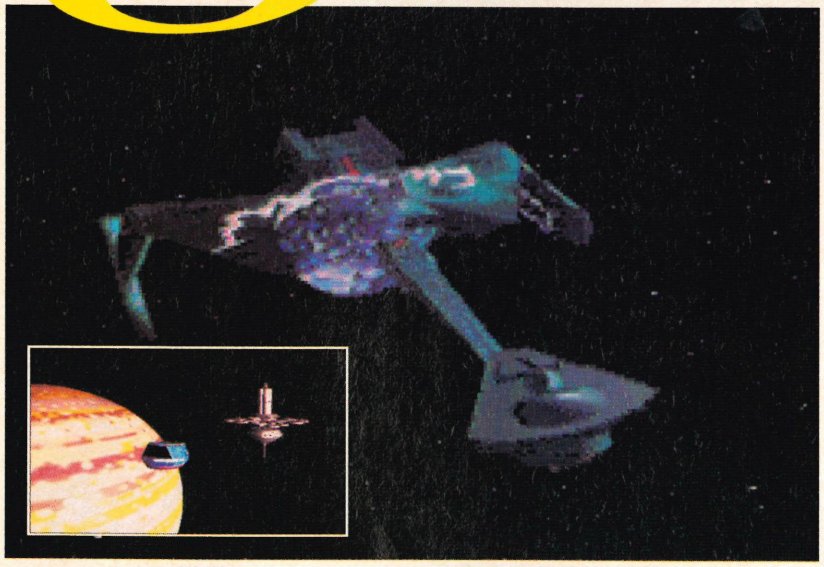
DEMO

Once again those guys from Seventeen Bit Software have come up with the goods and have supplied us with a myriad of demos to show you. Countless music, graphics and animation have all been compiled on these two pages for you to view at you leisure. However, if you are interested in purchasing any of these demos, contact Seventeen Bit at: PO Box, Wakefield, WF1 1XX or call them on: 0924 366982.

(Above) There were loads of different tunes that accompanied the original Beast game from Psygnosis. Now all of the twelve atmospheric tunes have been compiled onto one disk (733), allowing you to sample the soothing melodies at your pleasure.

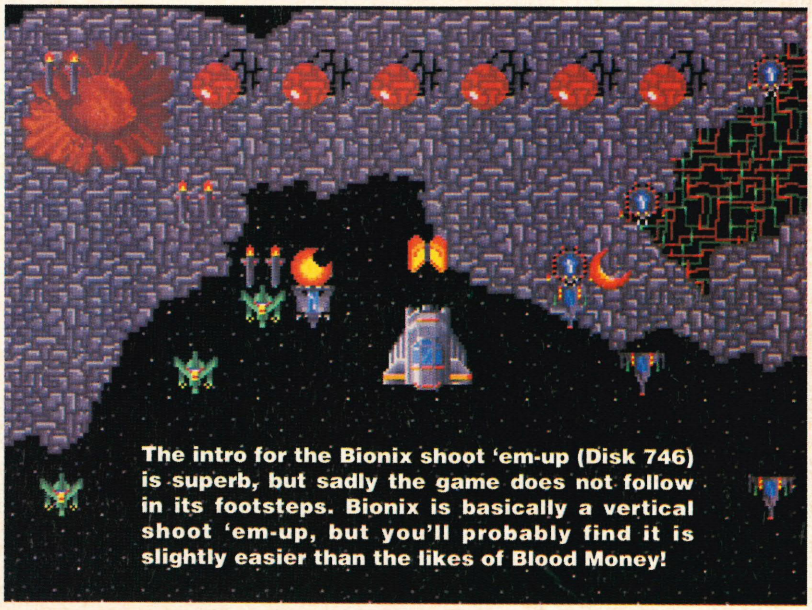


(Above) Domark's latest Super Sprint clone, Badlands, is featured on Disk 732, featuring all of the track that will be included in the final game. However, the game is a rolling demo, so you won't be able to try out the hectic action for yourself unless you buy the game.



(Above & right) Three disks full of animation and still pictures from the various Star Trek movies, showing off some of the more famous moments in the film. The animations shows the Klingon Bird of Prey battling with the Enterprise, as well as a D-7 being blasted from the space ways! The three disks are 734, 735 and 736, but the first requires 1 meg in order to load some of the pictures.

(Above) Disks 737 and 738 make up the D-Mob demo, featuring six songs that are well produced and provide melodious tune to the ear. If you really fancy a laugh, try loading song five - it's quite unlike anything I have heard before.



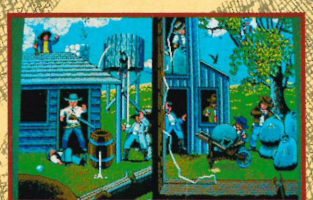
The intro for the Bionix shoot 'em-up (Disk 746) is superb, but sadly the game does not follow in its footsteps. Bionix is basically a vertical shoot 'em-up, but you'll probably find it is slightly easier than the likes of Blood Money!

BILLY The KID

ATARI ST

...A HERO?

CBM AMIGA



ocean

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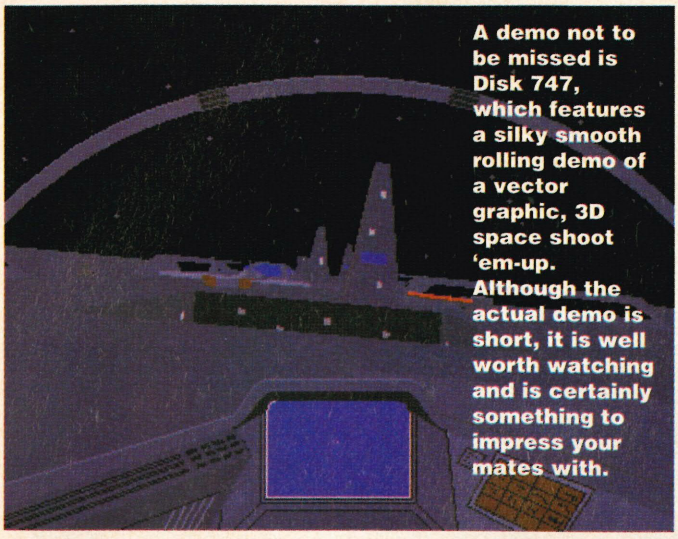
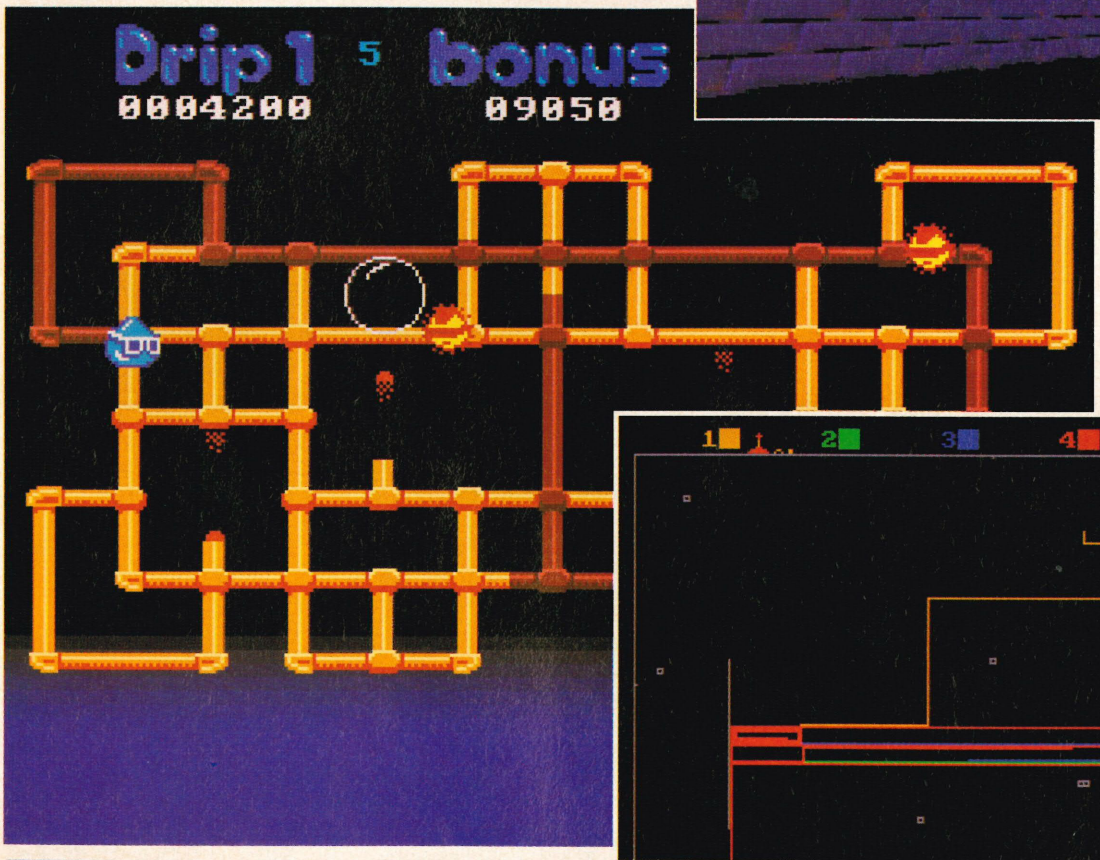
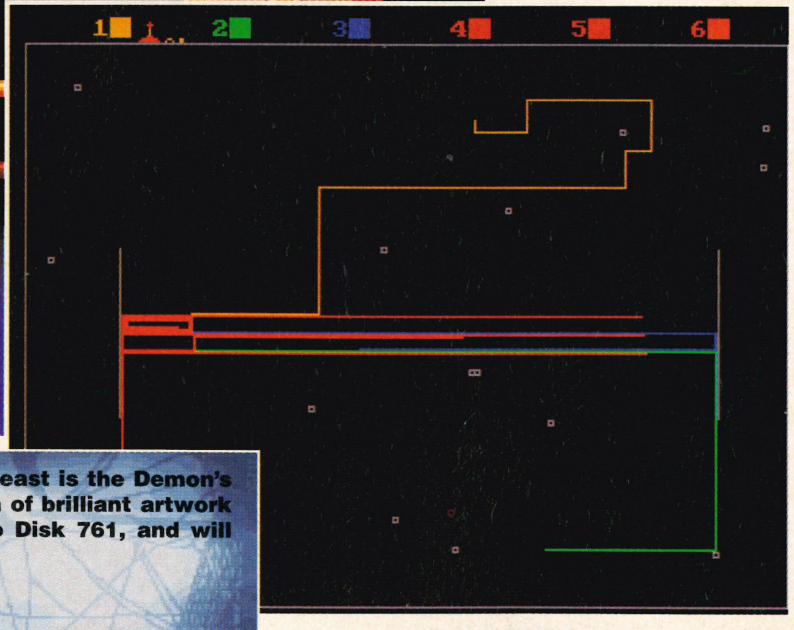


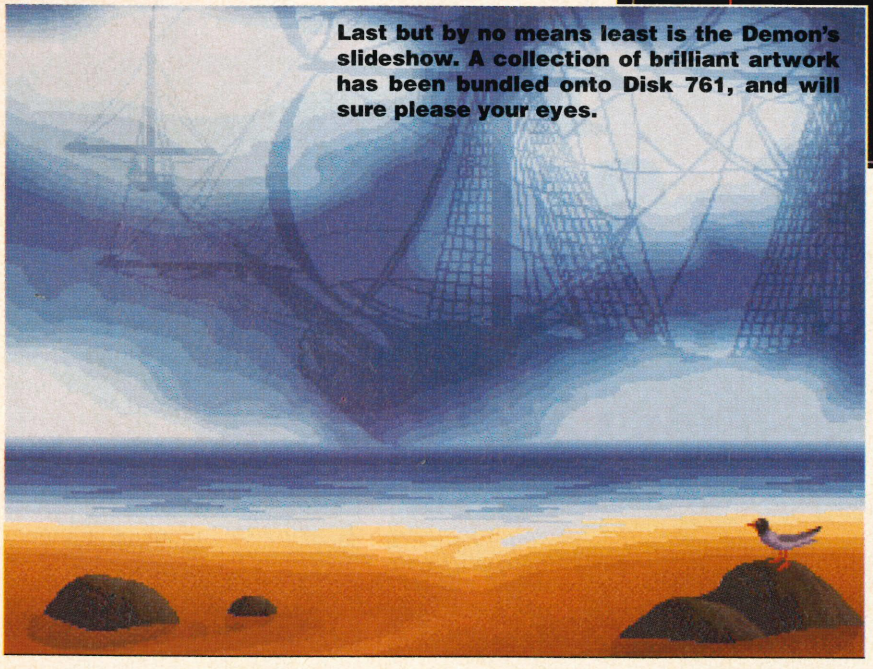
A demo not to be missed is Disk 747, which features a silky smooth rolling demo of a vector graphic, 3D space shoot 'em-up. Although the actual demo is short, it is well worth watching and is certainly something to impress your mates with.

The Silents are back with yet another music demo, which, according to them, is something out of this world. Granted, it is good, but if you would rather hear it for yourself, try and get hold of Disk 755.



(Left & below) Some of the classic games of the 64 are collected onto the Games Galore volume 1. Now you'll be able to play such brilliant games as Tron and Space Invaders on your Amiga, as long as you have Disk 759!

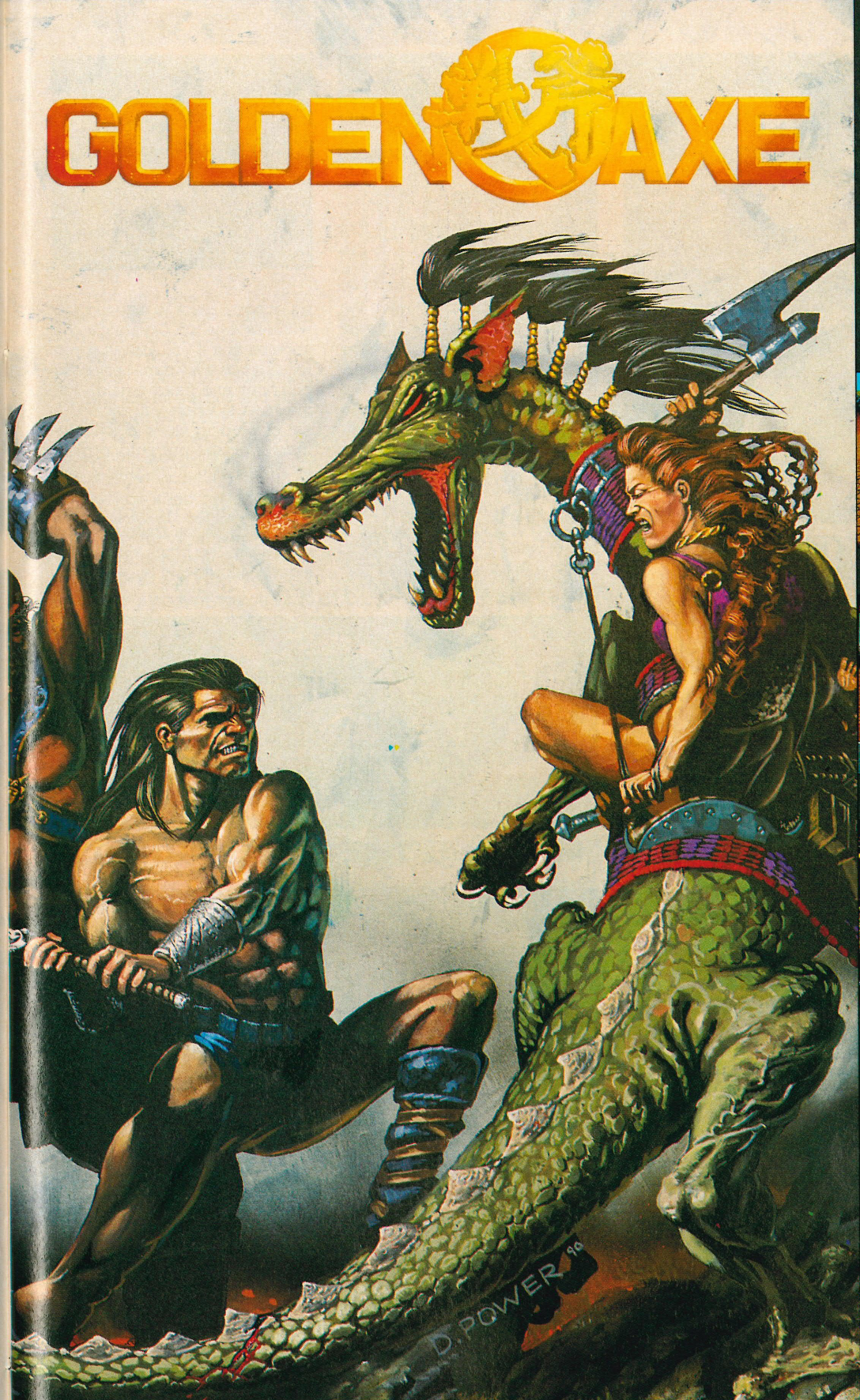




Last but by no means least is the Demon's slideshow. A collection of brilliant artwork has been bundled onto Disk 761, and will sure please your eyes.

That's it for this month, and hopefully Seventeen Bit will come up with more demos soon, which I will then forward to these pages for you.

GOLDEN AXE



Amiga

Atari ST

Commodore 64

Amstrad CPC

Spectrum

Take the challenge! The evil Death Adder has kidnapped the King and his daughter, and is lurking in his lair with the precious Golden Axe. Only you can rescue the rulers of the Land of Yuria and set their people free.

But can you battle through the six levels of this action-packed quest that is faithful to the coin-op original? Use magic to blast your enemy, slash and hack with your trusty weapon – or climb onto the back of a fire-breathing Bizarrian to deal death to the foe. Hectic combat action awaits you...

Available on Atari ST, Amiga, Commodore 64, Spectrum and Amstrad CPC

Virgin GAMES

SEGA

℗ Virgin Mastertronic Ltd. 1990
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16 Portland Road London W11 4LA

GTGA: LOOM

Although Loom is pretty easy, there are a few places where you can get stuck. So just in case you've found one of those awkward places we've put finger to keyboard and can reveal the solution to the game. Below is what you need to do to beat the game, but there's quite a few other things you can do that can reveal a few humorous jokes.

ESCAPING FROM THE ISLAND

At the beginning you will be summoned by the Elders of the village. Make your way to the village and into the tent to the left. Once inside the tent walk to the far right and listen to the conversation for a bit of background. Once the people have stopped talking pick up the Distaff and cast the Open draft on the egg.

Listen to what Hetchel has to say and then leave this tent and go to the tent on the far right. Inside, take the book (even though you won't need it), and examine the flask to find out the Emptying draft. Also examine the dye-pot to learn the notes to the Dyeing spell, and try it out on some of the white wool.

Now, leave the village and go through the forest to the cemetery. Take a look at the thorns to disturb a rabbit which will unfortunately be caught by the owl that was on the headstone. Read the headstone that the owl was on (a clue to what you should do in a minute) and then walk off in his direction back into the forest. Examine all of the holes in the trees to learn the notes to the Night Vision spell and then go back to the village. Enter the tent in the middle and cast the Night Vision spell on the darkness to reveal a wheel, some gold and some straw. Muck around with the wheel to find out the Straw Into Gold spell; try this spell on the straw on the floor to improve your skills.

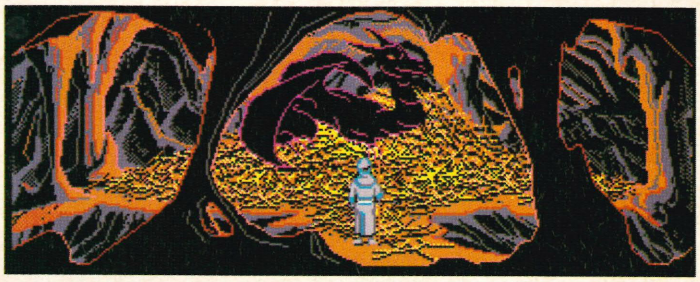
Pop down to the docks and cast the open spell on the clam and hopefully you should gain the power to be able to cast the next note on your Distaff. Now go back to the cliff top where you originally started and cast the Open spell on the sky, and a huge lightning bolt will hit the tree and knock it into the water. Go down to the docks, jump into the water and climb onto the tree. You will automatically go out to sea, and there you will come up against a large water spout stretching up to the sky. Get close to it and learn the Twisting spell, and then cast it backwards to get rid of the obstacle. You'll also learn the next note on the Distaff when you reach the island.

INSIDE THE DRAGON'S LAIR

The first thing to do is to turn the gold that the dragon is lying on into straw (you should learn the next note on the staff at this point). Then put the dragon to sleep. As he snores the straw will start to catch fire and frighten him off, leaving you to find a way out of the volcano.

Make your way through the maze of tunnels within the mountain until you come across a pool of water. Examine the pool to learn the Reflection spell, and then cast the Empty spell to drain the water away. Stuck in the mud you will see one of Crystalgard's spheres and if you look in it you will see into the future. Leave this chamber and head outside the mountain to where you will find a set of winding stairs but on the other side the path has broken stopping you from going any further.

Cast the Twisting spell backwards on the stairs and they will join to the other side of the ledge, enabling you to get across safely.



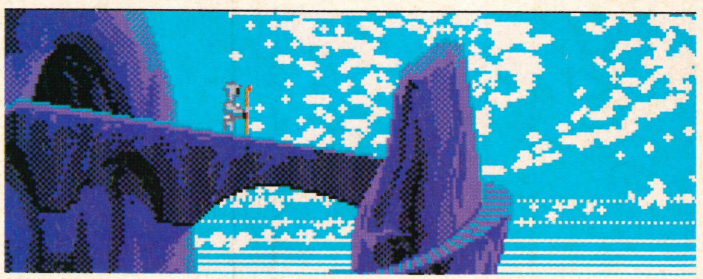
MEETING THE OTHER GUILDS

The first place to go to when you arrive on the new found island is to the forest. There you will be stopped by some invisible shepherds. As they appear so do the notes to a spell. Make a record of the tune as the shepherds become visible, it's the Invisibility spell believe it or not. Don't bother trying to impress them with magic as you won't be able to yet.

Head towards the glass city, but don't go inside yet. If you have a look around you will notice some men working at the top of a tower. Cast the Invisibility spell on them for later use. Now go inside and find two people talking alongside a large sphere. Listen to what they have to say and then use the teleporters to get into the tower where the men were working (they won't see you thanks to the Invisibility spell).

Examine the scythe that they are rubbing to learn the Sharpening draft and then go through the other teleporter. You should now be by the sphere, so look into it for the solution to your problem with the shepherds (you will see yourself cast the Terror spell). You can also look in it twice more for some more info if you want.

Go back to the shepherds and when they ask you to cast a spell, cast Terror to dispose of them. Walk to the left and into the next screen where you will encounter a flock of sheep and a sleeping shepherd. Examine the sheep to acquire the Sleep draft and then carry on going left. Eventually, you will arrive at the village of the shepherds. Go inside the first house and examine the lamb. A woman shepherd will notice you and after quite a bit of talking and more examining of the lamb she will tell you the Healing spell. Go back outside and cast the Dyeing spell on the sheep to protect them from the dragon; unfortunately, it won't protect you and the dragon will pick up you instead.



THE GUILD OF THE BLACKSMITHS

Walking onto the next screen you will notice a young boy sleeping on the ground. Use the Sleeping spell backwards to wake him up, and when he goes back to sleep cast the Reflection spell to make yourself look like him. You can now go into the blacksmiths guild and have a look around.

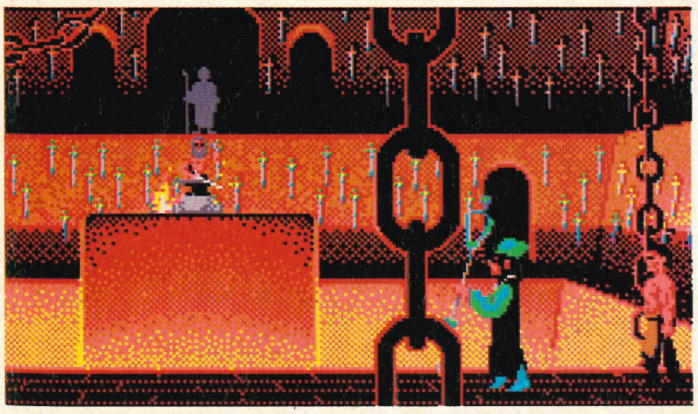
When you arrive at the furnace room the stoker will mistake you for the boy and throw you in a cell without the Distaff (oh no!). There`s not a lot you can do without the staff, so go to sleep on the straw. While asleep the young boy will be killed by the dragon and Hetchel will rescue the Distaff from the furnace and push it under the door to your cell. Pick up the staff and open the door (you can also turn the straw to gold if you want). Exit the cell and go down the stairs in the furnace room.

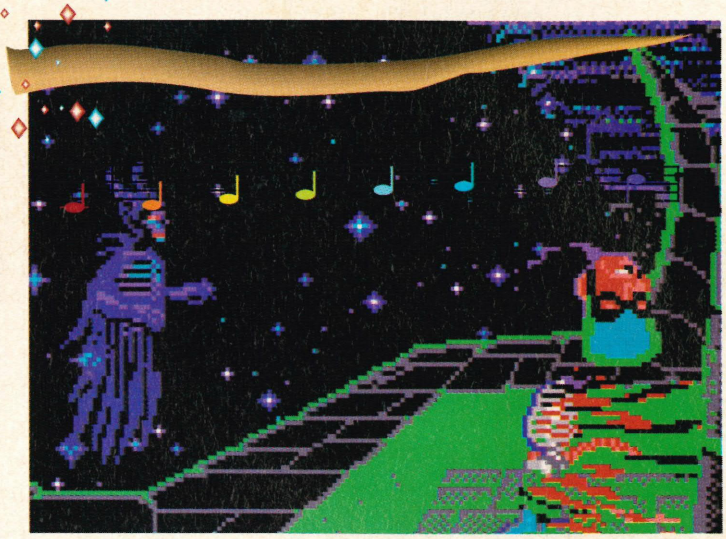
Here you will see the man that you saw in the sphere talking to the foreman. He has just bought a load of swords. When the man in the centre holds up the sword, cast either the reverse of the Sharpening spell, or the twisting spell to ruin it. You will then be captured and taken to the castle of Mandible and locked in a cage.

MANDIBLE THE CLERIC

Mandible will ramble on for a little while but when he eventually stops, do as he says and cast Open on the cage door. When he has finished talking to you again and has left you by the cages with Cob, look into the sphere. Cob will stop you and try to look at your face (unfortunately, you're no oil painting). After he`s gone look in the sphere three times and then go out to the parapet where Mandible is and examine him.

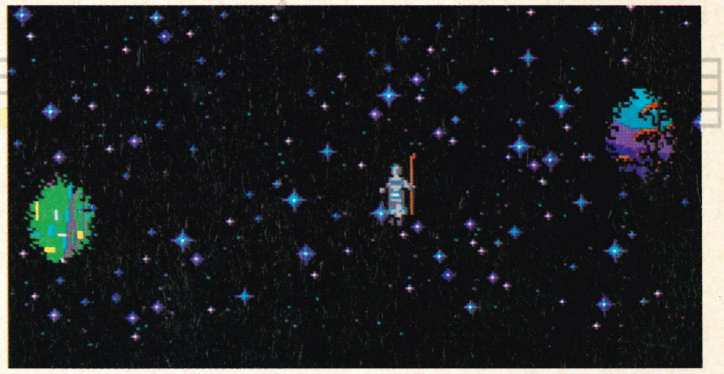
After Chaos has disposed of Mandible, pick up the Distaff and go back down to where the cages are; notice that the monster from one of the cages is gone. Go back out to the parapet and you will find out where the beast got to.





Now that you`re inside the hole that Mandible created float around and into the various holes as you encounter them. In the first one you will meet Rusty's ghost. Cast heal on his bones to bring him back to life. The next hole takes you back to the shepherds. Cast heal on them as well before moving onto the next location. At Crystalgard try to heal Goodmold, but when he won`t let you, move on.

At last you will arrive at the Shore of Wonder, and this is where all the swans went to. Cygna will tell you to go back and close all the holes. Do as she says and then go back to the Shore of Wonder and continue left.



BACK AT THE WEAVERS ISLAND

By now you should know yet another note on the Distaff. Go to the great Loom, and examine it. At this point Hetchel should arrive closely followed by Chaos himself. She will try to tell you how to destroy the Loom, but Chaos will cast Silence on her first. Make a note of the draft he plays and then play it backwards to restore Hetchel`s voice.

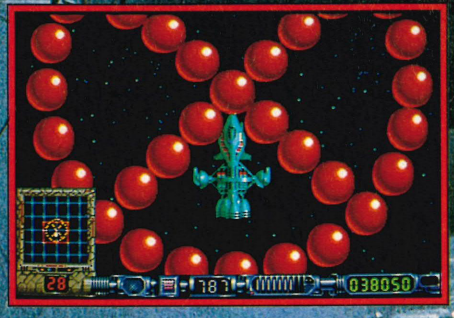
Before she can tell you what the spell is, Chaos will deal with her once more turning her into a cooked turkey. If you didn`t catch what spell he cast, examine the Loom and it will show you what Chaos cast. Once more restore Hetchel by casting the spell (Shaping) backwards. Finally Chaos will destroy Hetchel totally, but in doing so he will reveal to you the spell that Hetchel was trying to tell you all along.

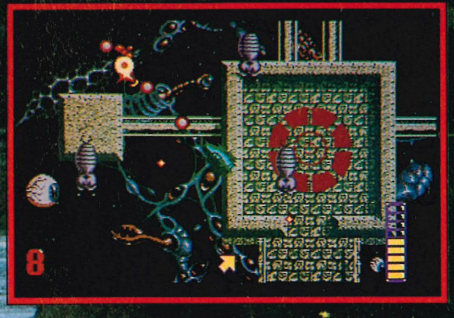
Cast this spell on the Loom to destroy it ripping a hole in this dimension. Get in the hole and cast Transcendence on yourself and at last you will have completed the game.

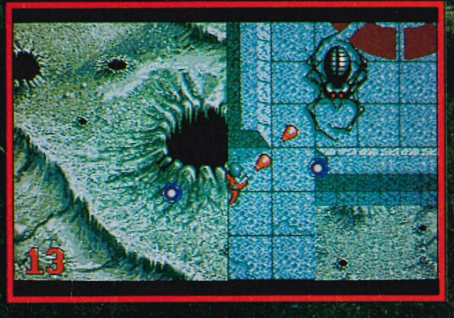
BEYOND THE FINAL FRONTIER

From the creators of Beast and Beast II comes this awe-inspiring combination of shoot-'em-up action and trading stratagems. Featuring innovative hyperspace sections, full-screen aliens and a whole galaxy to explore: AWESOME will take you beyond the final frontier.

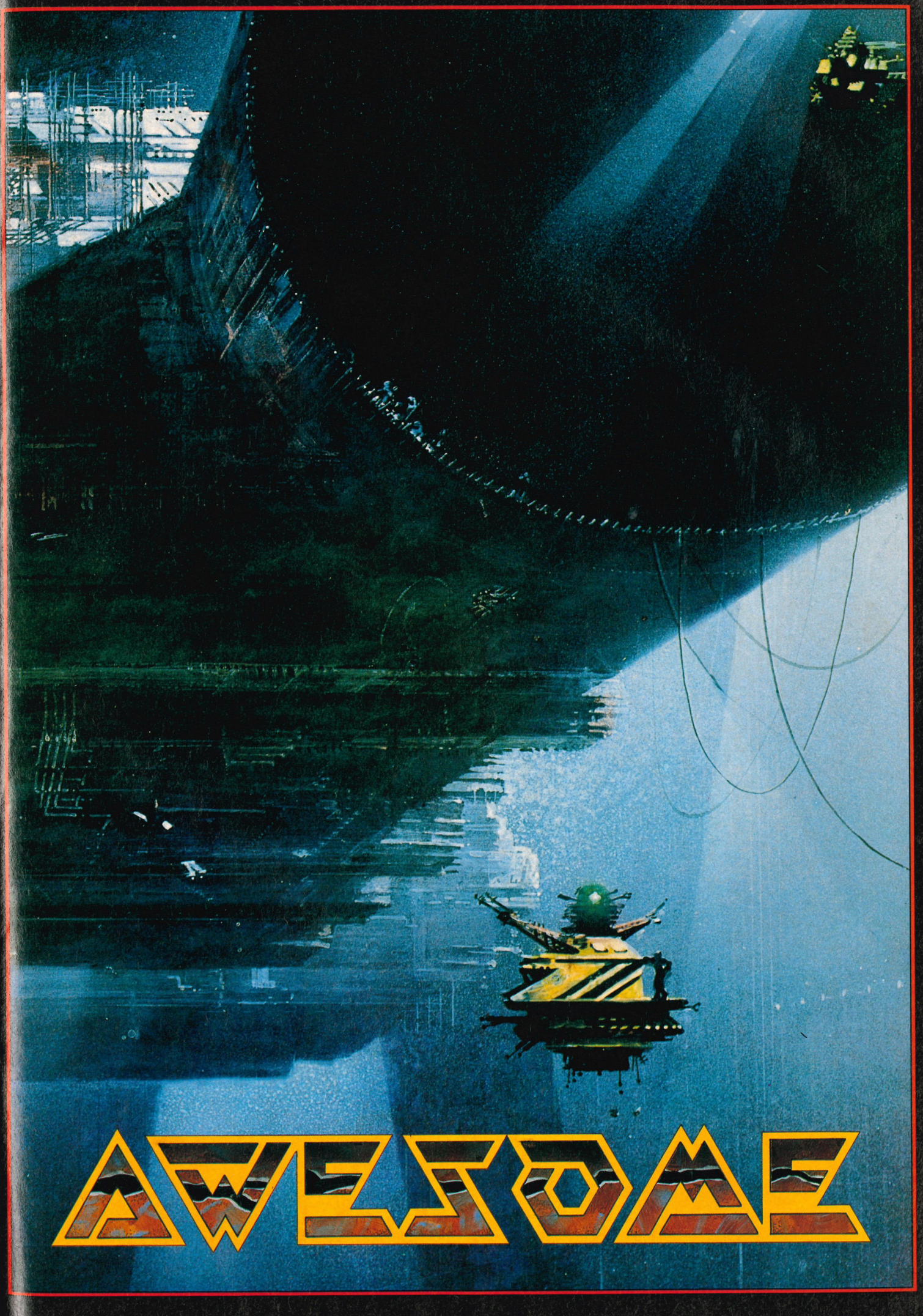
Amiga Screen Shots



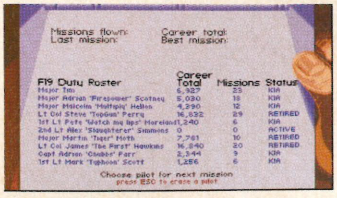




PSYGNOSIS


AWESOME

GTGA: F19 STEALTH FIGHTER



THE STORY SO FAR...

MicroProse simulations are renowned for their depth of gameplay and long term appeal, especially their flight sims. The realism within their latest simulation is emphasised by recent events where the USAF have sent out their Stealth Fighters to Saudi Arabia against the possible Iraqi invasion.

Now I'm sure that there are many frustrated pilots who just can't get the hang of flying tough missions along the Libyan coast, so MicroProse's very own Martin Moth has compiled a set of handy hints and tips to help you succeed in your sorties! Man your fighter and good luck!

GENERAL FLYING TIPS

The main point to remember when flying is that the aircraft is slow and has limited power. There are no afterburners to get you out of trouble in a hurry. This means that you must watch the black stall indicator on the left hand side of the HUD next to the speed when flying slow and low. It is especially important in the turns as the stall speed increases when turning, due to the change in angle of attack of the wing.

If you are unfortunate enough to get entangled in a dogfight, make sure you use full thrust to keep your energy as high as possible, otherwise you will find yourself falling out of the sky when you attempt a high-g turn. Use the TAC screen, zoomed in once or twice using the Z key, on the left side CRT to keep track of the position of enemy aircraft relative to your F-19.

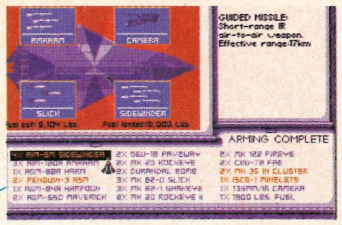
The key to in flying successful missions is to fly slow and low, thereby presenting the smallest radar return to the enemy. You should practice flying at a realistic level 100 feet *or less* and around 180 knots. To do this successfully, you must fly smoothly. Yanking and jerking the joystick around as though mixing cement will certainly not make you a hot F-19 'jockey'. I personally find it easier to fly on 'Control sensitivity 1' (press the Insert key to achieve this) and with flaps down to lessen the effects of turbulence.

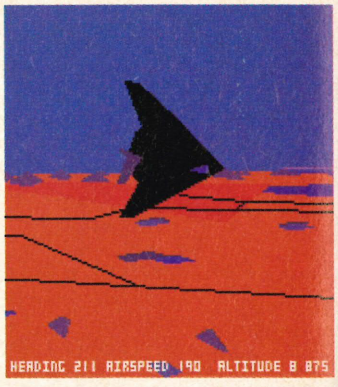
Of course, the easiest way to avoid incoming missiles is not to attract them in the first place. If you find yourself being tracked, fly lower, slower, perhaps launch a decoy and change direction (if a pulse radar has picked you up, fly straight towards it). The best way to stop a radar tracking you is to destroy it. Of course, you will lose points for this in the Cold War scenario unless the radar is actually tracking you, so preemptive strikes against radar installations are out.

The weapons you select for a mission must reflect the types of target that you are expected to destroy. It is no good simply loading up with a fistful of Mavericks every time you jump in the cockpit as, effective as they are, there are still a few targets that will be immune to a strike by that missile. Another consideration to be taken into account is the height at which certain weapons must be released in order to be effective. There really is no point at all taking Fees or Slicks on a mission against Elite troops, as you will be spotted climbing up to a height suitable for dropping the bombs.

I personally prefer Rockeyes for most ground targets, as these retarded fall bombs can be dropped safely at heights of around 200' feet, providing you have enough speed to clear the impact zone. Also, by flying directly over the target, you can spot any other smaller target of opportunity in the vicinity that you could take out with your guns.

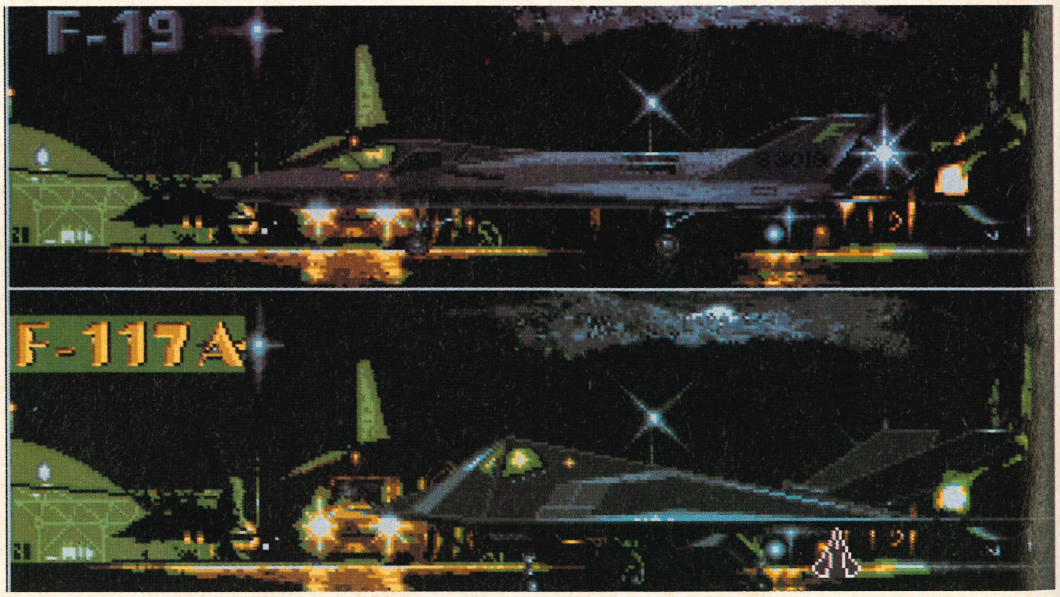
For air targets, use the Sidewinders or your guns. If an aircraft is coming straight towards you but is still out of range, you can usually get away with launching an Aim-9M slightly early due to the high closing speed. For aircraft less than 5km distant, go for guns. On the easier levels, gun aiming is not really difficult as a large leeway is built in to the hit zone. However, on Elite troops, you literally have to hammer the body of the aircraft with quite a few shells before it will disintegrate.

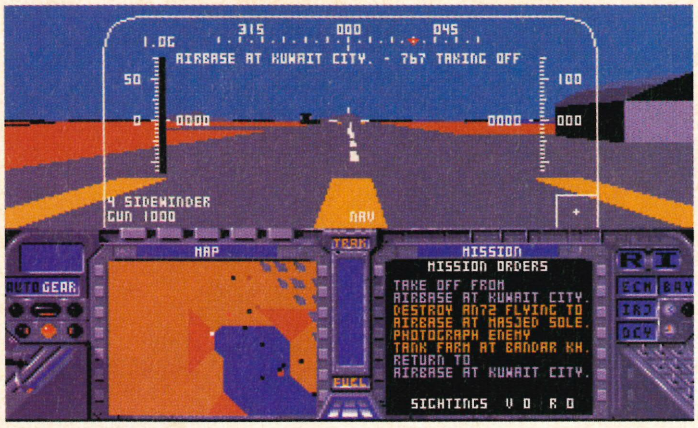




GETTING STARTED

As with all MicroProse simulations, there is little point in starting out on the game until you have read the manual, all 192 pages of it. It is always frustrating to get into a game as quickly as possible and then find yourself flicking frantically through the pages of the manual in order to learn how to deal with a particular threat. Believe me, the perseverance pays off. Pay particular attention to the data on enemy missiles and radars and the way that they operate, as this will form the basis of your 'stealth defence'. Also read up on the differing weapons available to you and their operating limits.





LANDINGS

Landings are often said to be the most difficult part of any flight simulation, so much so that I know of at least one person who, having completed his mission, would fly back to the relevant airbase and eject over the runway. Thankfully, F-19 is not so difficult. The main points to remember are as follows:

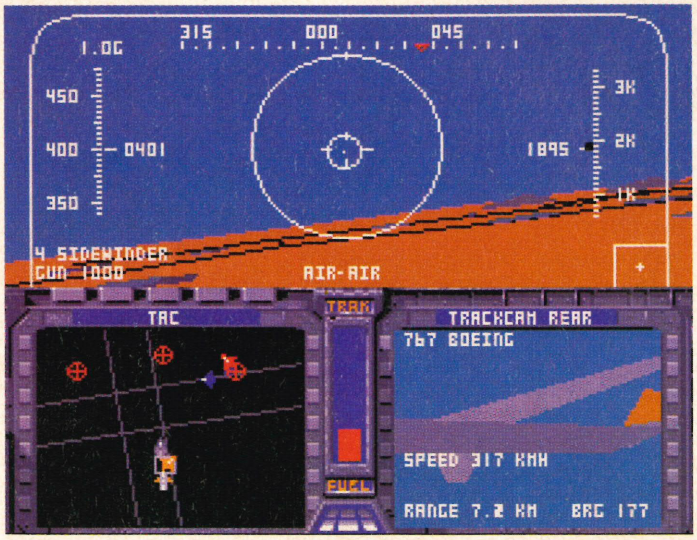
Get lined up with the runway about 15-20km away. Do this by switching to Air-to-ground mode (F2) and making sure the runway appears in the right hand CRT. This then gives you distance and bearing to runway.

Fly towards a point roughly 15km (I'll call this the 'start of approach' spot) to the North or South of the runway (all runways are aligned 180/360°) and start to turn toward the runway as the bearing in the right hand CRT gets close to either of these figures. Say, for instance, that you are approaching a runway from the north-east. Head towards the start of approach spot and begin turning towards the runway as the BRG reading in the Track-Cam reads about 175. You will find yourself pointing straight at the runway, heading 180° at a distance of 15km. All you have to worry about then is your height...

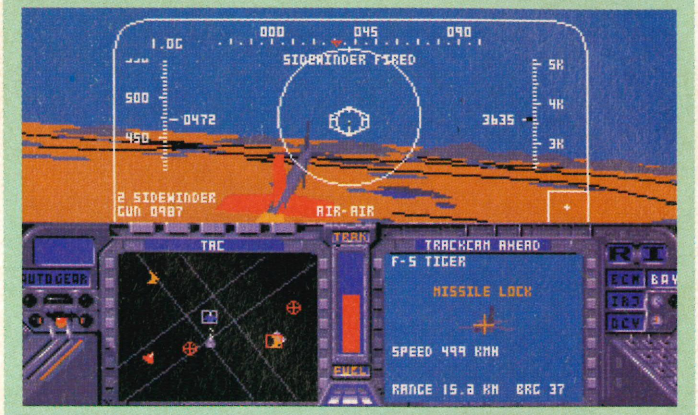
As for approach speed, make sure your flaps are down and aim to come in around 180/200 kts. Do not go any slower or you will find the aircraft very sluggish and difficult to control. I personally prefer to fly the final approach with my airbrakes extended. This means that I must have more thrust to compensate, but it does mean that once I have landed, all I have to do is press 'Shift -' to cut the engine, the airbrakes automatically changing to wheel brakes as I touchdown. This helps shave half a second off your touchdown actions, thus ensuring you stop the aircraft before you run out of tarmac at the other end of the runway. This is particularly important if you are landing at an airstrip, as these are roughly half the length of a normal runway.

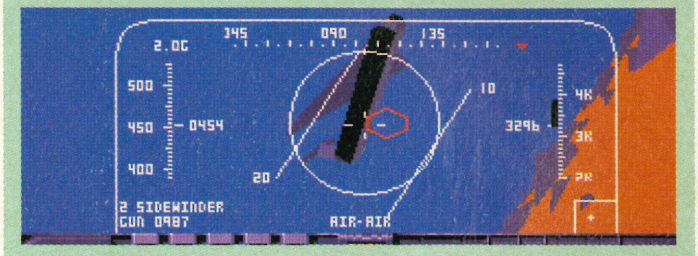
As with most flying, unless you are 100% certain of being able to complete a safe landing, take off the brakes, put on full power and lift off for another attempt. One mission that I undertook in Central Europe, I got back to Ramstein airbase so damaged that my flight controls were shot to hell. It took me three touchdown attempts before I felt that I could stop safely before the end of the runway. It was touch and go as there was precious little fuel left, but I knew that I could make it if I got the approach completely right.

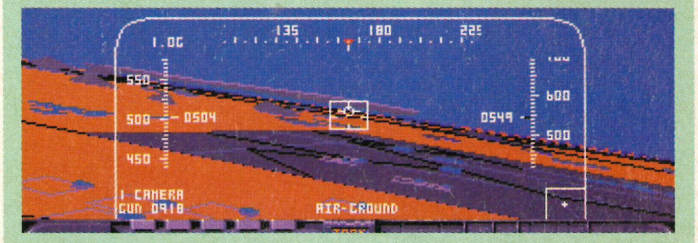
That's it for this month, but stay tuned because part two of this comprehensive playing guide will be featured in the next issue. Keep your eyes peeled for the enemy and watch out for your six.

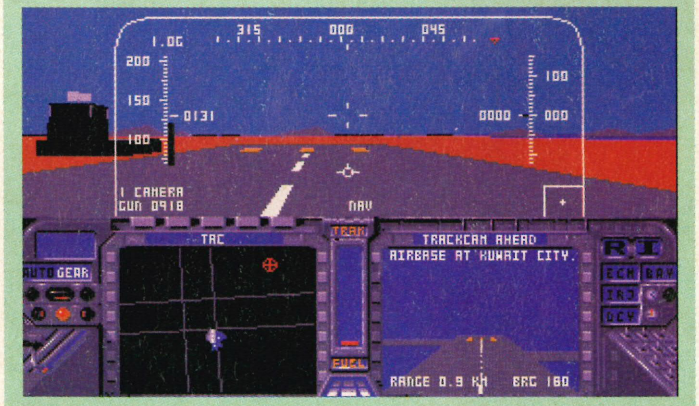


THERE'S A BOGEY ON YOUR SIX









HE'S BACK... TO PROTECT THE INNOCENT

ROBOCOP 2™

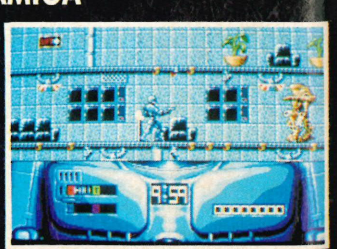
EVEN IN THE FUTURE OF LAW ENFORCEMENT, THERE'S ALWAYS ROOM FOR IMPROVEMENT.

The future is a rough place, Detroit is a bankrupt city... torn apart by the decadent forces of the Old Man and his corrupt corporation. If you want to die - then walk the streets, if you want to live - then pray for the return of **Robocop!**

Robocop 2 has justice in mind... a kind of justice only he can deliver! Take on Detroit's evil mastermind and his mega-corporation in some of the most action-packed scenes ever devised for maximum entertainment value.

Detroit is falling apart - it's time to put it all back together!

SPECTRUM AMSTRAD COMMODORE
ATARI ST CBM AMIGA



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ocean

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COMPILATIONS COMPILED

Part 1

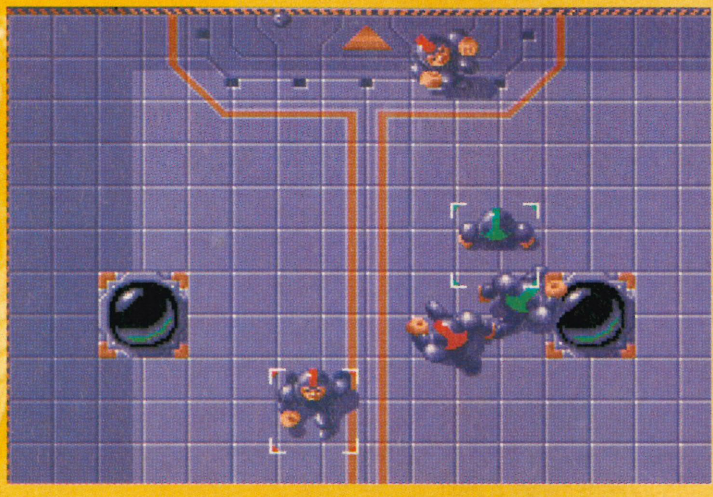
With Christmas around the corner, the perfect gift for a new computer owner is a compilation. However, for the price of one game, you can end up with five toadies that aren`t worth a pound each if you`re not careful, so here`s AA to guide you through the compilation jungle. Next month we will be presenting the second part to this article where Platinum from U.S. Gold and The Power Pack from Beau-Jolly will be dissected (hopefully!).

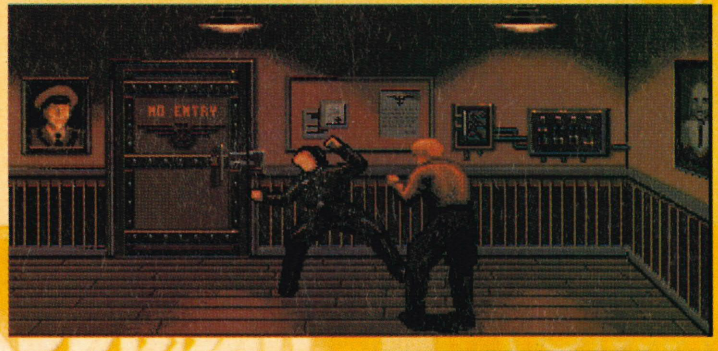
MIRRORSOFT/PSYGNOSIS £29.95

TRIAD 3

SPEEDBALL

Probably the best game to appear from the Bitmap`s stable so far, Speedball is a rough`n`tough futuresport with elements of footy, american football and boxing, as you attempt to score more goals than your opponents. Boasting a league system which can be played over anything from ten to one-hundred matches, the basic aim is – as in football or any other league sport – to accumulate enough points to top the league. To do this you must win as many games as possible, and, whilst doing so, collect the many tokens that appear randomly on the metallic pitch. These then allow you to add new new skills to your team's general abilities during the `time out` break, or even bribe the ref! Speedball is without a doubt the best futuresport game out, and despite its many mimics, looks set to remains so – well, until Speedball II anyway!





ROCKET RANGER

Cinemaware`s finest hour, and probably one of the best Amiga games ever released. Guide Commander Cody through Nazi Germany and its many recently-acquired colonies as he attempts to retrieve enough rocket parts and fuel to get him to the moon where a hideous Nazi plot is hatching. Featuring a number of superb sub-games and Cinemaware`s usual sparkling graphics,

Rocket Ranger is a massive game which will take you ages to complete and will constantly delight you as you get further into it.

Without a doubt Cinemaware`s greatest game, and superb value even when it was released at the twenty-five quid mark.

BLOOD MONEY

Psygnosis` only entrant on this compilation is their brilliant four-stage safari shoot`em-up. The scenario places you on an intergalactic holiday on danger-filled planets which allow you to kill their inhabitants for money. With this money, you can then buy yourself any one of the twenty or so weapons that are on offer in the shops that line the route.

The four planets feature ice worlds, under-water landscapes, and your ship changes shape to give you maximum efficiency. With some superb end-of-level guardians and a massive play area, Blod Money still ranks as one of the best shoot`em-ups the Amiga has, and plays just as well now as it did when it was originally released. Needless to say, get it now.

COMPILATION CONCLUSION

Triad 3 has to be the best compilation pack released on the Amiga. If you haven't got any of these games then you are in for a real treat and one that should not be missed. Triad 3 is a steal at £29.95 and you would be purchasing what have to be the three best games on the Amiga to date.

AMIGA ACTION

OVERALL RATING

95%

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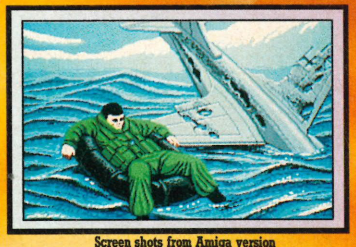
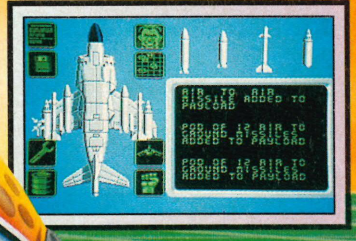
ROTOSCAPE combines the colourful detail of large sprites with the complete freedom to move around a background of polygon constructed landscapes. Watch in amazement as this detailed background zooms, scrolls and rotates through 360° around you, giving an incredibly lifelike feel to the game.

Screen shots from Atari ST version



Screen shots from Amiga version



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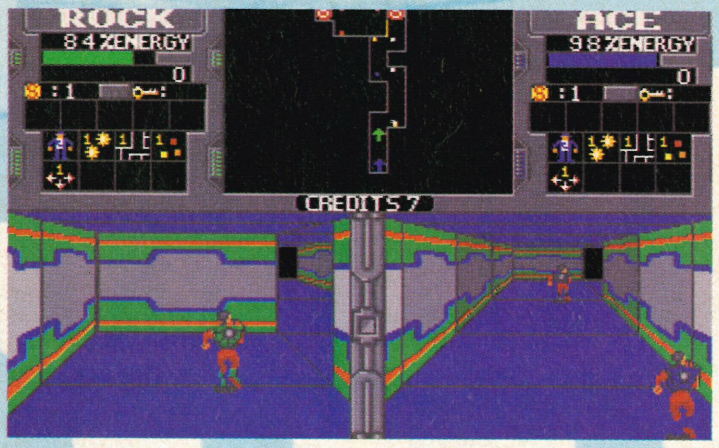
Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.

DOMARK £29.95

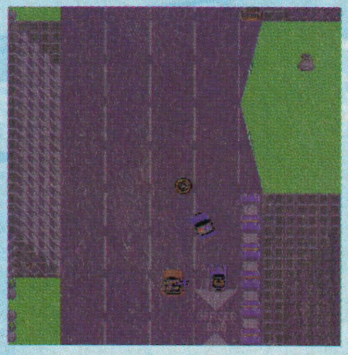
TNT



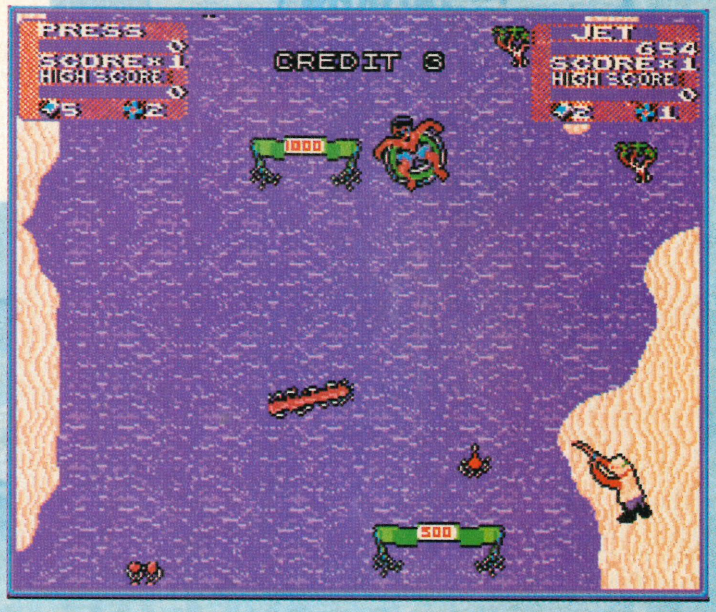
XYBOTS

Released eighteen months ago, Xybots is Domark`s second conversion to have emerged from their Tengen deal. A two-player shoot`em-up, you must run through several 3D levels, blasting whatever gets in your way – in this case, hundreds of milling robots. The action is viewed from behind your onscreen character, with `camera`-style scrolling following the action. Released before AA arrived, Xybots proved to be a playable if uninspiring effort, and is still worth the odd half an hour even today.

APB



A game of cops `n` robbers, with you in the starring role. As Officer Bob, you must take your trusty patrol car on the beat and apprehend a number of criminals and bring them back to justice. To do this, you must latch on to them and give chase until they eventually give up. Along the way, there are a number of bonuses to collect, ranging from sultry hitchhikers to donut shops. Reviewed in our first issue, APB is still as playable now, and I must confess to being something of a fan. Walking Circles` conversion is as close as you are likely to get, and, as such, is recommended.



TOOBIN'

Converted by Teque, Toobin` is a vertically-scrolling race, with one or two players scrolling leisurely down the screen seated within an inner tube. Along the way, you must avoid getting your `toob punctured by the many hazards that you meet, and failure to do so results in the loss of one of your lives. In all, Toobin` is an odd little game but a playable one at that. It`s action isn`t particularly addictive, but it has a certain charm.

DRAGON SPIRIT

Another vertical-scroller, Dragon Spirit casts you as a mythical dragon out to rescue a princess from the clutches of an evil necromancer. Starting the game with three fire-breathing heads, you must burn and scorch everything in your path, and tackle the various end-of-level guardians. Hits from the many assailants sent out by the necromancer cost you one of your heads, and the loss of all three loses you the game. It has to be said that Dragon Spirit is looking extremely dated. OK, so it still looks OK, but there are a lot better and faster shoot`em-ups around.

HARD DRIVIN'

Converted from the incredible driving simulator coin-op, programmer Juergan Friedich managed to somehow squeeze the complete game into the relatively humble Amiga. A race against a computer opponent played over a filled 3D landscape, you must perform loop the loops and leap over jumps whilst trying to beat the clock. Hard Drivin` is still a credible race game, but its main weakness is its limited lasting appeal due to its lack of courses.

COMPILED CONCLUSION

A good compilation which, despite not containing any games that I would buy, does represent good value. There isn`t a duffy in the pack, and each game should keep you interested for a while. The fact that there are five games altogether does make TNT fairly good value for your money so it may be worth looking into.

OVERALL RATING

82%

SPEEDBALL 2

BRUTAL DELUXE

It's two years since the last ball was thrown on a Speedball pitch. There are new teams, new stadia and new rules. The arena is bigger, the players are tougher and the action is faster than ever before.

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DOMARK £25.95

HEROES

STAR WARS

A real tribute to both the original coin-op and Vektor Grafix`s conversion is that Star Wars is still as playable now as it was when it was released two years ago. A four stage shoot`em-up, Star Wars places you in the moon boots of young Luke Skywalker who must singlehandedly defeat the evil Empire.

The action is depicted in smooth vector graphics, and the screen update is stunningly smooth and the game is a hectic blast which involves negotiating the Empire`s Death Star`s surface before entering the famous tunnel scene and destroying the Star`s reactor. A superb game which, despite its lack of levels, doesn`t get repetitive, and would still be worth its full price even now.

BARBARIAN II

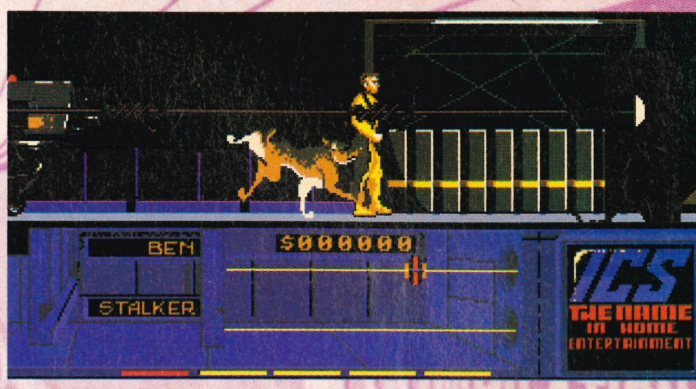
The follow-up to Palace`s superb hack`n`slay game took the slashing action of the first game and incorporated it into a sprawling arcade/adventure. Controlling either Barb or Princess Mariana (she of the bra made out of ashtrays) you hve to hack your way through the five demon-filled stages before confronting Drax once more. Fans of the original Barbarian enjoyed the gory bloodletting, and Palace didn`t let them down in the sequel, and both Barb and Mariana comply with numerous decapitations, disembowling and they even cut out people`s hearts! The main problem with Barbarian II is that it suffers from dodgy controls, but they aren`t enough to ruin the action totally, and it is still one of the best arcade/adventures on the Amiga.

THE RUNNING MAN

Written by Emerald Software for the now-defunct Grandslam, The Running Man is a conversion of the two year-old Arnie film. Guiding big Arn, you must fight your way through five studios as you attempt to escape from the deadliest TV game show ever known to man – the booby prize is that you lose your life!

As Arnie runs he must punch and kick his way through dogs and the bizarre inhabitant that is out to kill you. These are TV viewers` heroes, and include a Ice Hockey players with explodin pucks and Buzzsaw, a chainsaw wielding thug, and each must b knocked down before access t the next stage is granted.

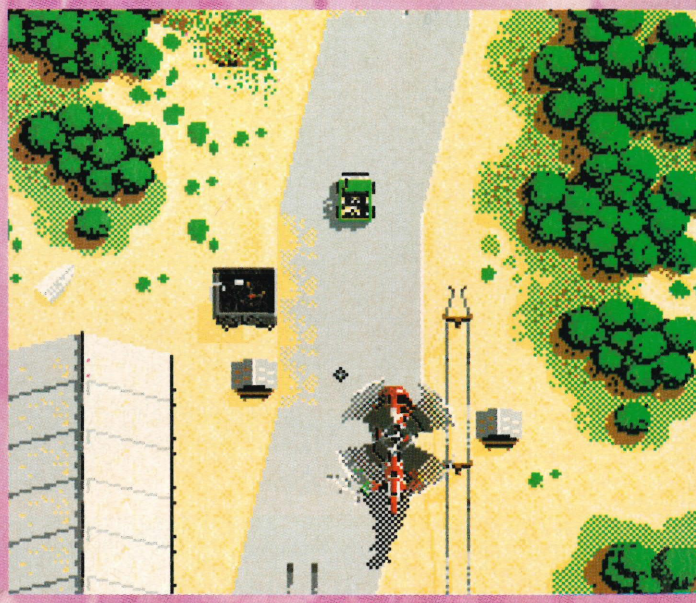
The Running Man is a slow and tedious beat`em-up, whic suffers from ropey controls an sluggish action. The action i uninteresting and I doubt whethe it will hold your attention for longe than an hour.



LICENCE TO KILL

As Domark acquired more and more 007 licences, the games gradually got better. Licence To Kill was their last attempt before The Spy Who Loved Me, and was just one step away from being a neat little game. Set over seven stages, you have to guide James through a variety of vertically-scrolling levels as he attempted to avenge his long-term frien Felix`s, mutilations by a dru baron.

Despite the variety in th graphics, the sub-games i Licence To Kill don`t really gell an come over as a bit of mishmash. Not bad, but anothe game with very little lastin appeal.



COMPILATION CONCLUSION

A mixed bag, Heroes offers two good games in the shape of Star Wars and Barbarian II, one average game (Licence To Kill), and a real toady in The Running Man. However, together they still offer reasonable value for money, but take into consideration that you are only getting two good games before buying.

OVERALL RATING

74%

MY OTHER C

Most people who own a car often dream of owning a super-fast sports model. If you ask these people which car it is that they dream of most they will invariably say the Lotus. Only those who own an Amiga can boast of actually coming close to the real thing, all thanks to Gremlin Graphics who spent nine months perfecting the game conversion. We here at Amiga Action thought that Lotus Esprit Challenge was far too good a game to warrant just a review and so, with the cooperation of Gremlin, have decided to set a compo based around the game.

Now, we can't actually offer the winner a Lotus, maybe that will come later, but we do have five pairs of Lotus sunglasses, which retail from 80-100 quid. After you've gathered your senses, read on. We also have 5 Lotus games to give away alongside the sunglasses. Not bad, eh? `What do I have to do?` I hear you ask. To enter the compo, all you are required to do is answer six questions based around the Lotus Esprit Turbo SE. The review of Lotus Esprit Challenge in AA14 will help you with some of the questions while the others will require a little detective work, which we're sure you are all capable of. Once you think that you have all the questions, whether they be right or wrong, send your entries to us here at Amiga Action.

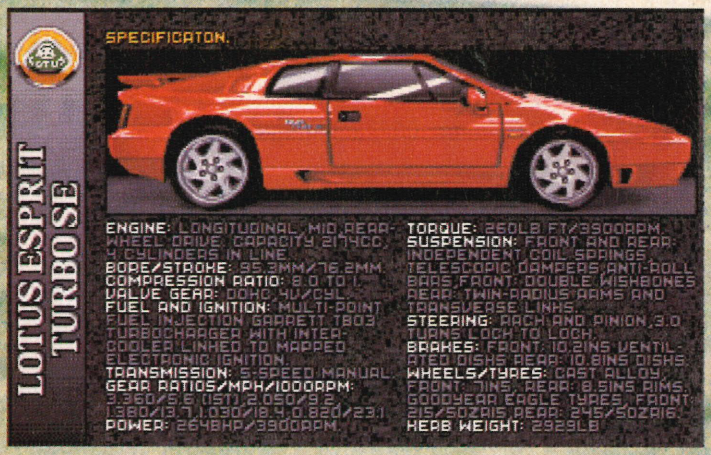
GIMME THOSE SUNGLASSES!

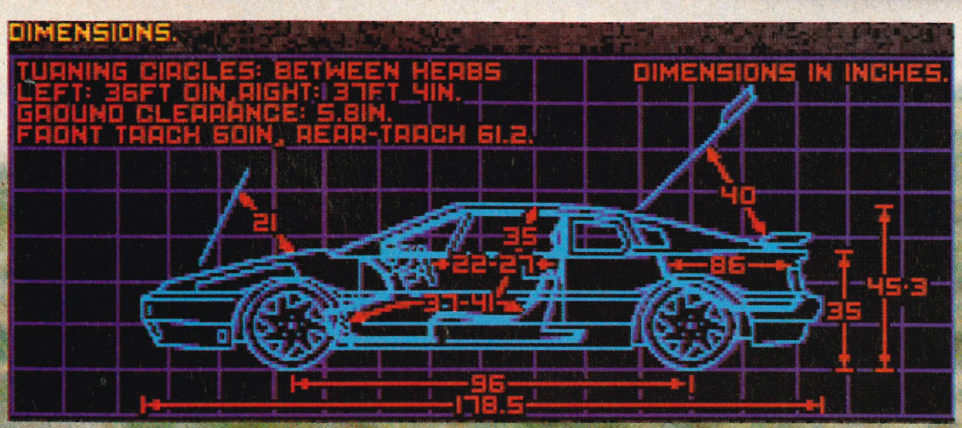
As mentioned before, there are six questions that need answering. Some of the questions can be answered through reading the Lotus Esprit Challenge review in AA14 page 50. The other answers can be found in books etc. Unfortunately, there is a catch.

After you have answered the questions, you must then write, in no more than 20 words, why you would like to own a Lotus Esprit. Once you are satisfied with your entry send it to:

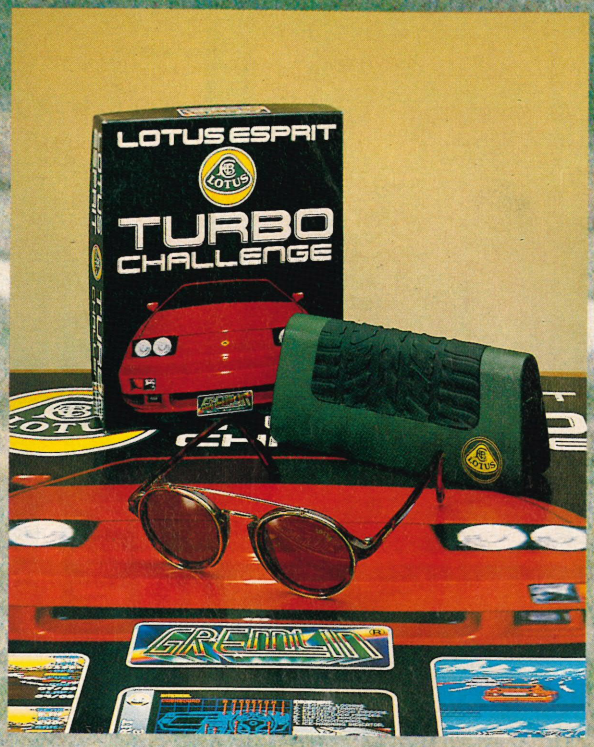
Gremlin Compo. Amiga Action, Interactive Publishing, Europa House, Adlington Park, Nr Macclesfield, Cheshire. SK10 4NP.

Please make sure that your entries are in by 30th December.





AR IS A LOTUS!



I'D KILL FOR THOSE SUNGLASSES!

1. What is the engine size of the Lotus? .....
2. What is the Lotus' top speed? .....
3. How quickly can it travel from 0 to 60mph? .....
4. What is the recommended retail price of the Lotus Turbo Esprit SE? .....
5. Who was the founder of Lotus? .....
6. What is Lotus' latest car? .....

I would like a Lotus Esprit Turbo SE because... .....

.....

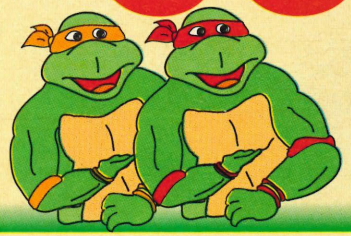
Name .....

Address .....

.....

.....Post code .....

GORDON HARWOOD



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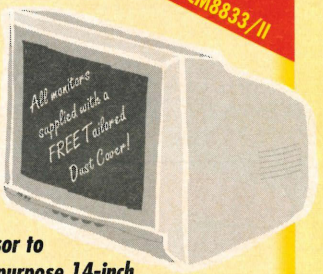

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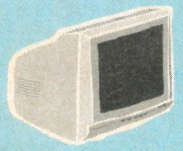

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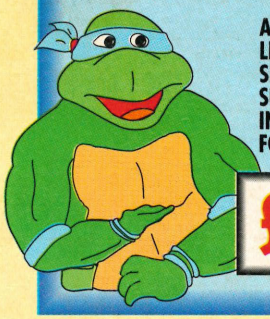

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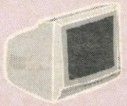

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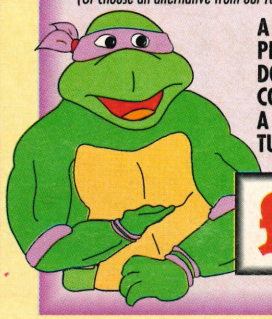

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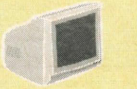

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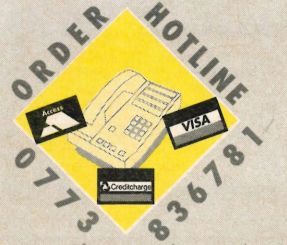

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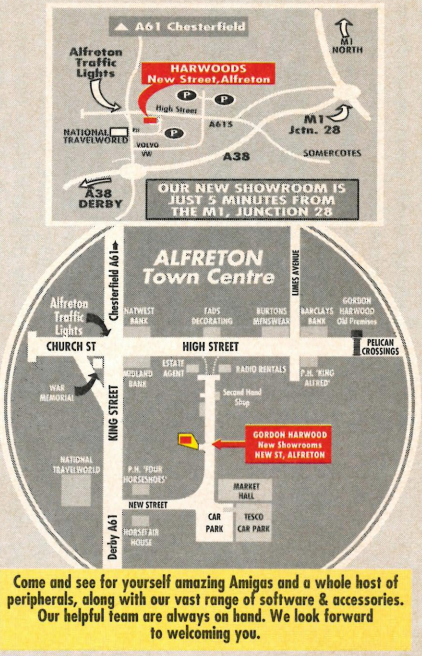

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ALEX

Memories of Millenium's Resolution 101 came flooding back to me when I started to play Mean Streets, but a few minutes play revealed more than just a pretty 3D vector shoot'em-up. Sure, you can race around the 3D landscape if you wish, but its more fun trying to solve the case and follow the leads that you have been given. The beat'em-up section is straight-forward, and the search sequences is at first hard to control, but it's only a matter of time.

U.S. GOLD £24.99

MEAN STREETS

SOUND

Good sound adds to the games atmosphere, and various klanks and clunks along with your speeder's engine help you to play along to the part of Tex Murphy.

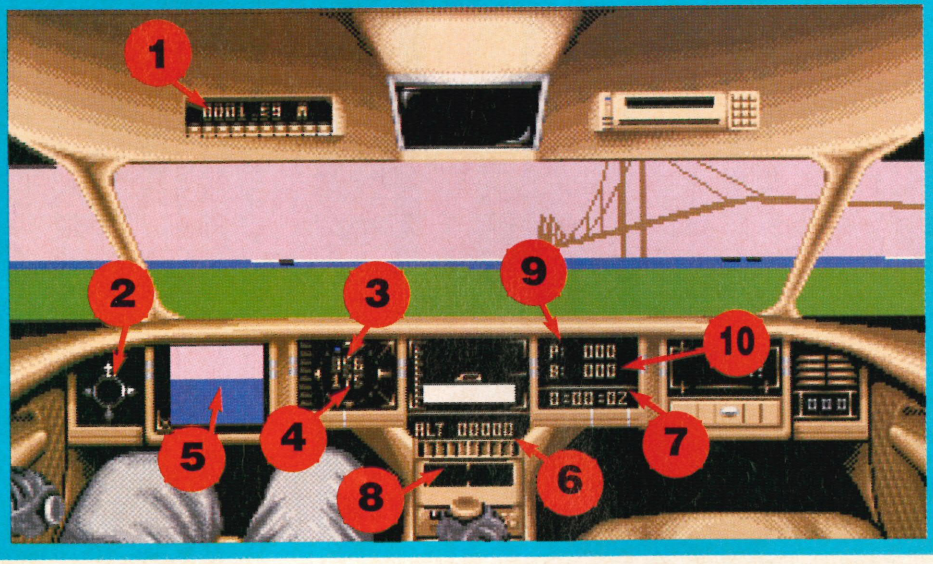
81%

Set in the year 2033, Mean Streets is set around the seedy city of San Francisco. You are Tex Murphy, a private eye in this hell-hole that you call home. You're up to your neck in back payments and jobs that you should have solved, but have been too busy with business elsewhere.

However, life goes on, and you must return to the office in the end. It is when you return that your luck is about to change - but for better or worse? You have yet to find out. A young blonde is waiting by your desk and upon your arrival, she stands, revealing a beautiful sight for your sore eyes. You stare into her deep blue eyes, and at the same time try to keep a grip on the situation.

She tells you her name, Sylvia Linsky, before informing you of her current predicament. Apparently, her father, Carl Linsky, has recently died and according to the police department, Linsky committed suicide. Fair enough, you may think, but she has a totally different idea - her side of the story was that a foul deed was done on her father. She wants you to find out the true story regarding her father's death.

KNOW YOUR COCKPIT



FLYING INSTRUMENTS

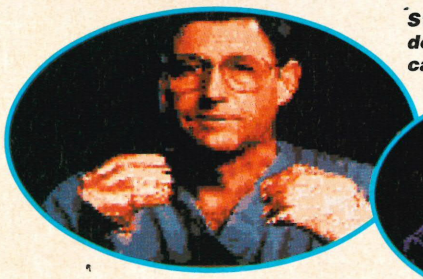
1. Distance to destination
2. Speed indicators, flashes when in Warp Speed
3. Your current bearing
4. Destination bearing
5. Artificial horizon
6. Altitude
7. Game clock
8. Destination bearing bar
9. Pitch indicator
10. Bank indicator

Auto pilot will take you anywhere you want to go, but it must be programmed. This is done on the Navigation Computer

THE LEADS

Delores Lightbody - Linsky's fiancee.

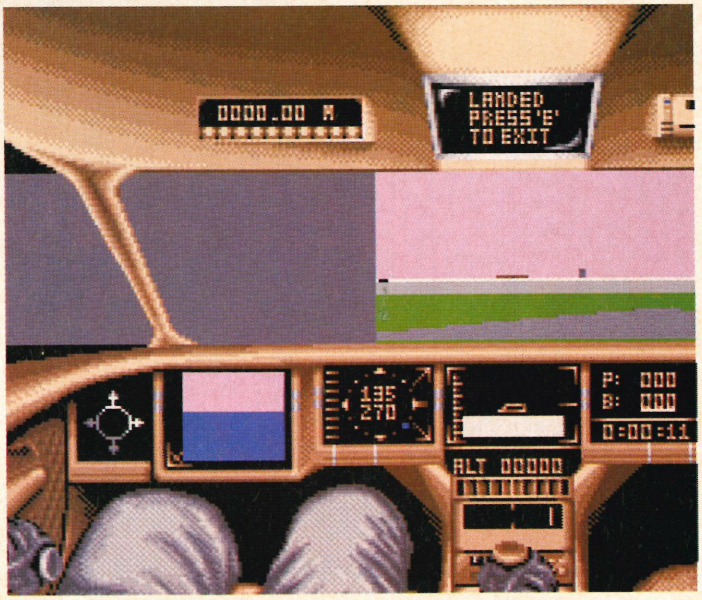
Sylvia Linsky - Carl Linsky's daughter and inheritance.



Steve Clements - Police detective in charge of the case.

John Richards - Medical examiner.

Piloting your speeder is an absolute must if your are to make it around the streets of San Francisco in one piece without crashing! Your speeder is extremely manoeuverable, so it will take a little practice in order to use your craft to its full potential.



GRAPHICS

Mean Streets has excellent graphic appeal, with superb filled vectors and a nice variety of digitised shots at key points during the game.

82%

This is where you start your case - outside your office with no more leads than what you were given by Sylvia. You know that Delores Lightbody, Linsky's fiancee, didn't get along with Sylvia that well, and that Steve Clements, S.F.P.D, is in charge of the case, along with John Richards - Linsky's medical examiner.

You also have ten thousand dollars that Sylvia supplied up front, and it looks as if you're going to need every cent. With all the addresses of your leads in your notebook, it's about time you hopped into your speeder before scanning the West Coast of the U.S. in search of the real answer regarding Carl Linsky's death.

Most of Mean Streets is taken up by a vector graphic driving/flying section in similar vein to Resolution 101. Also included is a horizontal shoot'em-up in which you as Tex Murphy must walk along the hostile streets of San Francisco shooting thugs with your auto as you go. Both keyboard and joystick can be used to control your speeder, using various keys to access extras such as your portable fax machine and different monitor views!

Another major feature of Mean Streets is the ability to interact with the other characters in the game, as well as searching their apartment for vital clue to make you one step closer to your goal.

STEVE

Means Streets is the sort of game perfectly suited to the Amiga. It has all the ingredients of a brilliant game, with plenty of things to do, people to interact with, and various sub-games to solve. The game`s programmers, The Code Monkeys, have done everything to make the game easy to get into, and as soon as you get on the trail, I defy you not to be hooked. Well worth a look.

MICHELLE

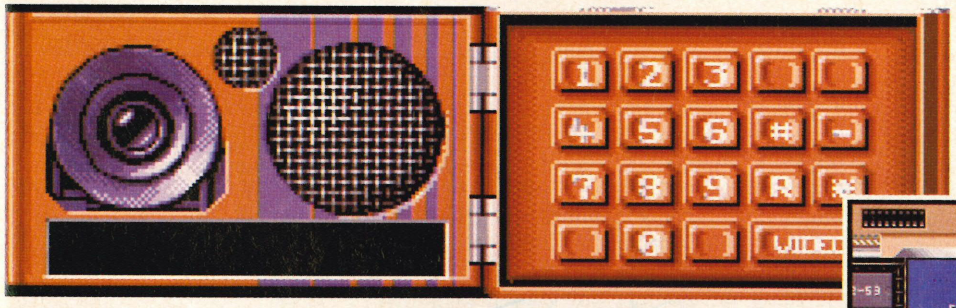
Mean Streets has all the ingredients of a successful game: excellent graphics, absorbing sound, and immense playability. Initially, the case seems straightforward but as you venture into the depths of the game, you discover a whole new world of complexities that greatly increase the enjoyment. Interaction with characters and objects is perhaps a little limited but it is sufficient enough not to detract from the gameplay. This is an excellent release and one that I would highly recommended.

You have two people under your command: Vanessa, your secretary, is always there when you need, her she'll be willing to find out any information for you. Lee Chin on the other hand, is not as helpful as Venessa, but vital leads can still be received from your informant.

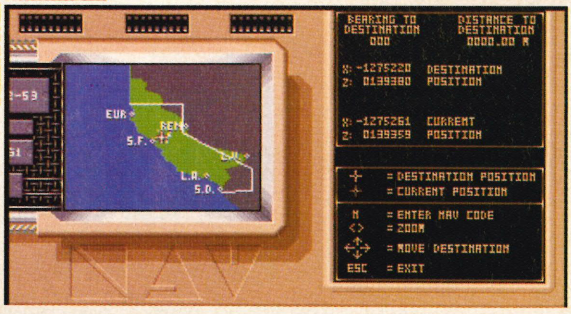
AMIGA ACTION

OVERALL RATING

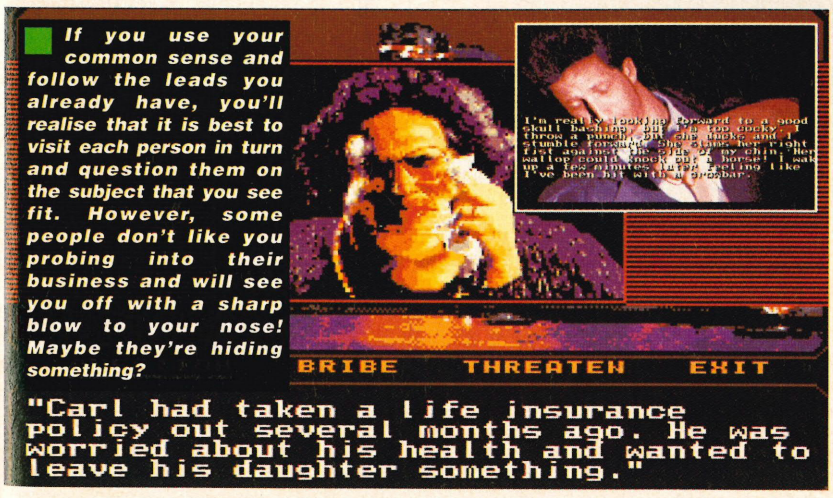
80%



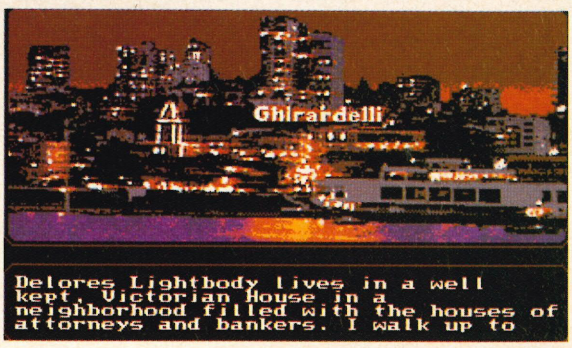
(Below) Each location has its own Nav Code, and the navigation screen allows you to enter the NC for the location you wish to visit. It will then tell you the distance and bearing in which you must travel, and the rest is up to you or the auto-pilot.



(Right) Both cash and ammunition come in limited supply, so it's best to visit the bounty hunting pads when low on supplies. This is because you are awarded with the necessary goods on completion of each horizontally scrolling stage.



If you use your common sense and follow the leads you already have, you'll realise that it is best to visit each person in turn and question them on the subject that you see fit. However, some people don't like you probing into their business and will see you off with a sharp blow to your nose! Maybe they're hiding something?



Questioning people is not the only way of finding out information as to the killing of Carl Linsky. You can also search apartments for clues, as well as closely examine a seedy warehouse and Linsky's friend's home, who incidentally died of poisoning. Apparently he drank a flask of lethal liquid instead of his usual diet coke!

SK MARKETING

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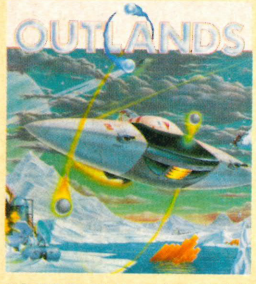

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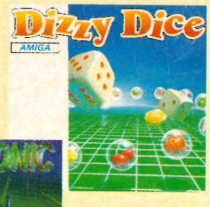

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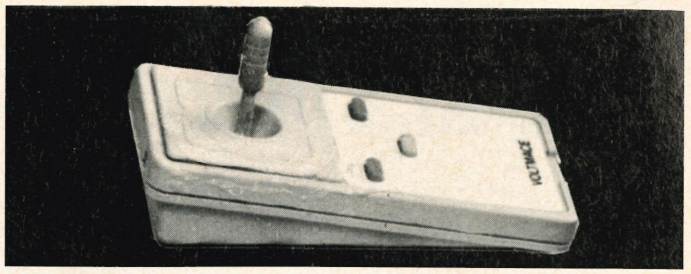

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ENTERPRISE

Mankind has spread it roots to many solar systems both far and wide, and has colonised planets far beyond today's beliefs. This is not due to discovery purposes, but for the excavation of precious minerals and other valuable rocks. Now all memory of the origin of mankind has been lost, and only myth remains. It is said that the planet that started life as they know it is Sola III. Sola III is regarded as an important world in the political stakes, but a problem has occurred – their ozone layer is fading fast, leaving the planet to die a slow death. There is still a chance left though, and the fate of mankind's origin is in your hands. A method of stabilising the ozone has been found, but the process needs six rare nuclei in order for the stablisation to be successful. You must take to the controls of the Enterprise and scan the galaxy for traces of this needed substance.

Viewing the game from first-person perspective, you start the game in the cockpit, with the controls at your fingertips. Two options are available to you: program the navigation map or pilot the craft manually. If you choose the first idea you simply click on the desired system and punch in the hyper-drives. Flying the ship yourself is somewhat different. Clicking on the right mouse button will transfer the yoke controls over to you. This allows you to twist and turn in the depths of space, but it's no good to travel throughout the galaxy – brilliant for shooting the alien scum that battle against you though!

DOUG

Things get off to a bad start with Enterprise`s 8-bitesque graphics and sound, but persevering I thought there might be a scintillating game behind the drab presentation. Sadly, I was wrong, and Enterprise is extremely similar in gameplay to the thousands of 3D space games that besieged the Spectrum several years ago. The graphics are small and extremely basic. That`s not to say that no fun can be found, though. The game does prove initially compelling, but not long enough to warrant the asking price.

ALEX

I liked the idea behind Enterprise, but I have seen so many games that are similar and in my opinion, better. For instance, Elite was way ahead of its time in terms of both playability and graphical excellence, but it seems that Enterprise has taken a step down the ladder. The challenge is quite a tough one, and should take a while to complete, that is if you can manage to play the game long enough to succeed.

GRAPHICS

Simple graphics that certainly don't use the Amiga's capabilities. The control panel serves its purposes, but the alien space crafts are both small and repetitive.

52%

SOUND

Sparse sound effects such as a rather puny-sounding laser make the game dull and fail to create atmosphere - mind you, there's no atmosphere in space!

46%

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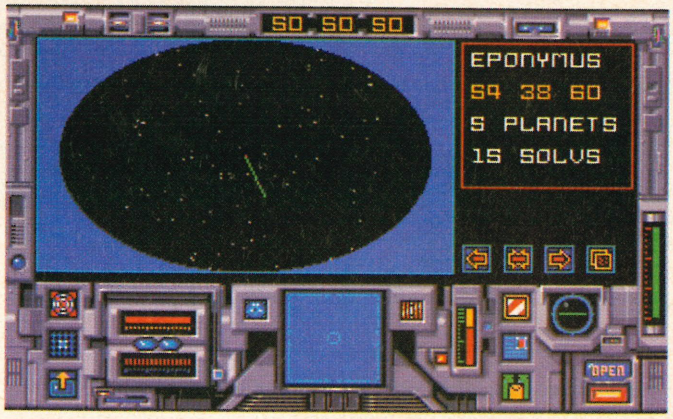
OVERALL RATING

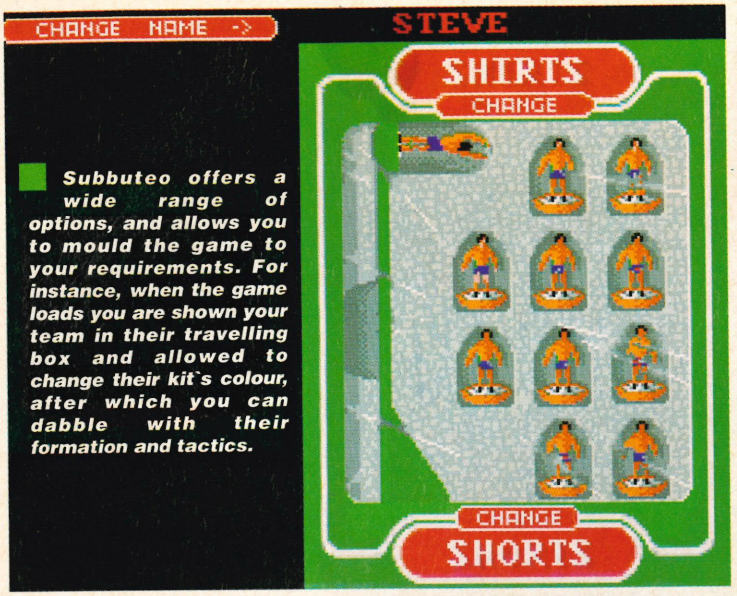
49%

(Below) Galactic travel can only be made by the use of powerful warp engines, and only the navigation computer can give the command to punch in the hyper-drives. This does, however, cut long-distance travelling down to a minimum.

(Left) A fair chunk of Enterprise's gameplay consists of zooming through the star ridden skies and attempting to nuke the enemy. This is easier said than done, and more often than not you'll be the one to receive a laser right up your six!



(Above) There are well over a hundred locations to visit in Enterprise, with each system usually containing a few planets that will probably need exploring. However, information may give the whereabouts of certain nuclei, therefore making your task slightly easier.



Subbuteo offers a wide range of options, and allows you to mould the game to your requirements. For instance, when the game loads you are shown your team in their travelling box and allowed to change their kit`s colour, after which you can dabble with their formation and tactics.

(Right) Panning around the pitch is achieved via a set of cursors which are shown below the pitch. As in Orlando`s 3D Pool, by tilting the screen left and right, you can decide the angle of the shot – a simple but quite an effective system.

(Above) Once you have lined up, the strength of your shot is determined by – yes, you`ve guessed it – a finger icon. There are two of these icons, one adding curve to your shot, and the other determining the strength.

(Right) The game sports a full quota of rules and every time a foul move is made, you are given the option to study the rule book to check that the computer isn`t cheating.

OVERALL RATING

63%

ELECTRONIC ZOO £24.99

SUBBUTEO

Although they aren`t so popular now, a few years ago there was a wealth of footy board games. Ranging from the `push their heads to kick the ball` Striker, to the revolutionary Jimmy (`the first electronic soccer game`), they all came and went. And none of them could hold a candle to the ultimate soccer board game.

Subbuteo has been around since the early seventies, and apart from the update of a few of the accessories, hasn`t changed a bit. In case you aren`t familiar with the game and its rules (and if so, where have you been for the last twenty years?), the game consists of a green baize footy pitch, complete with two goals, and two teams of eleven players, each of whom has a rather cumbersome base secured to their feet. These players are placed on the baize and then flicked around as you attempt to deflect the ball into the back of your opponent's net.

As in the real thing, Electronic Zoo`s Subbuteo can be played by one or two players, and offers the choice of a single game or a league. Once chosen, you will be shown the packet your team travels in(!), and allowed to change their strip`s colour before the game finally starts. The actual pitch is displayed using a 3D system akin to the one used in Microprose`s 3D Pool, and allows you to pan around and over the pitch to plan the the angle of your shot. All that remains then is to put more goals past your opponent within the allotted time.

ALEX

Converting Subbuteo seemed like a daft idea from the start. I mean, fancy charging twenty – five quid for something that only costs about twenty quid for a beginners' set! Still, this is a brave effort, which admittedly does capture some of the feeling of the classic flick sport. That said, it plays at a snail`s pace, whereas the real thing can become quite fast and furious – a definite fault.

GRAPHICS

Surprisingly good! The pitch is viewed using the same style as Microprose`s 3D Pool and whilst the update isn`t especially smooth, it gives the required effect.

70%

SOUND

As you would expect, the effects are very limited and number very few. Still what did you expect – the scream of cheating kids!

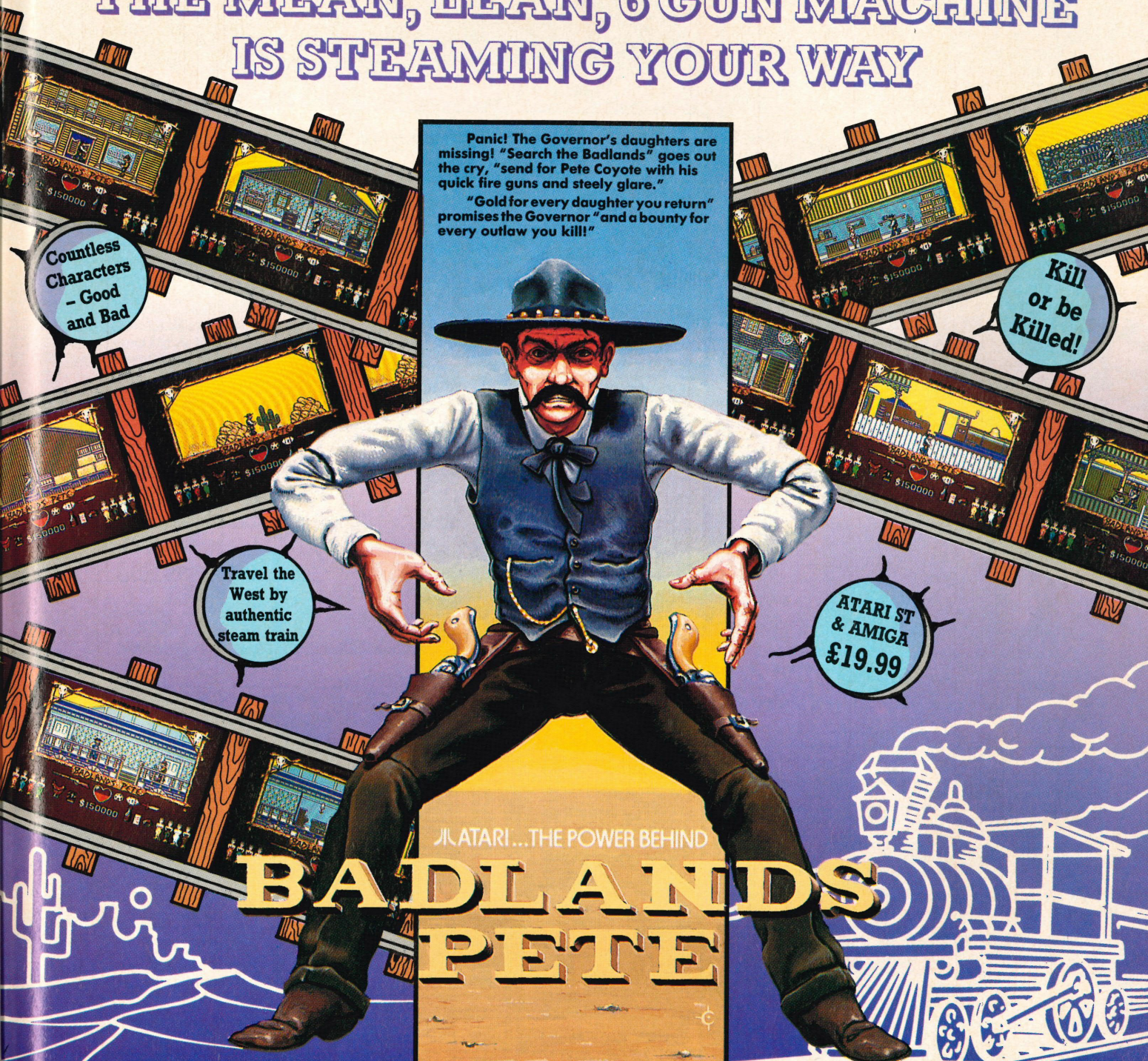
56%

STEVE

I used to be a big Subbuteo fan when I was a kid, and the prospect of playing a computer version put me in two minds. First of all, the idea seemed a little pointless as the real thing costs about twenty quid for a beginners` set, and this version costs twenty-five quid; secondly, I didn`t think that they could recreate the excitement of the real thing or a suitable control method. Unfortunately, I was right on both counts. The game is a brave effort which proves fun in the short term, and the graphics are well done without being silly, but I found the action too long-winded and dull. If you are a fan of Subbuteo, then stick to the real thing.

GET THE HELL 'OUTA' TOWN

THE MEAN, LEAN, 6 GUN MACHINE IS STEAMING YOUR WAY



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Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.

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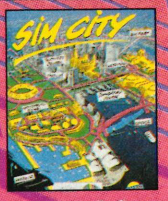

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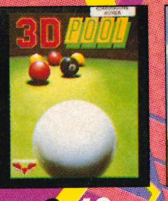

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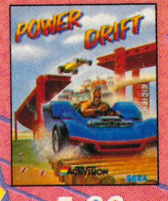

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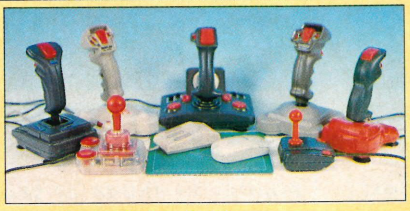

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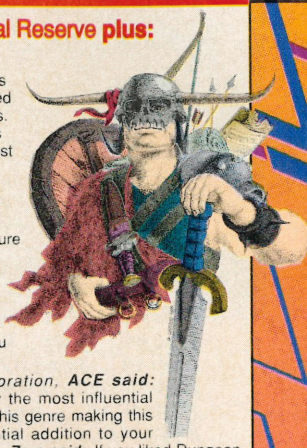

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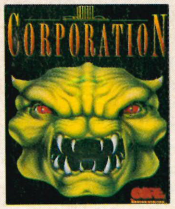

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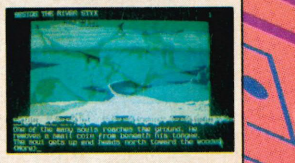

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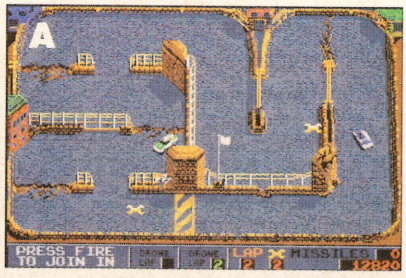
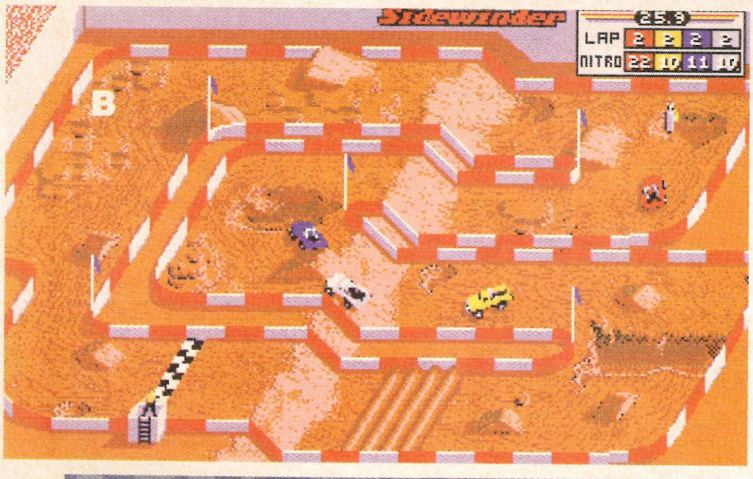
Both have a good variety of tracks, with Badlands having slightly more features over Off-Road. The slamming gates of Supersprint make a welcome return, offering prospective short cuts and these make the game slightly more varied than the rigid tracks that Off-Road houses. In addition, the tracks are windier and what Off-Road makes up in larger obstacles (the brilliant water hazards, for instance), Badlands compensates for with more tortuous routes.

ADD-ONS

Both appear regularly, and neither game features a lot of on-track enhancements, with Off-Road offering extra nitros and useful money bags, whilst Badlands only throws Spanners (which act like cash).



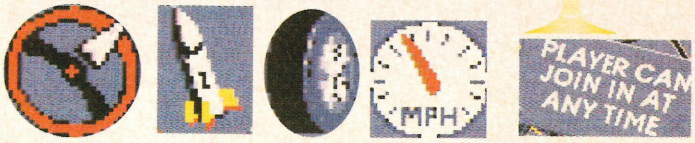


BADLANDS OVERALL RATING

77%

DOMARK £19.95

BADLANDS VS



Overhead racing games are by no means a new thing, and have been around almost as long as the likes of Pong. Around the time when Breakout was going out of fashion, and arcade-goers of the time were hunched over the likes of Outlaw and its stunning two-player action, or giving those green-tinted Space Invaders hell as they marched down the screen, a new bulky cabinet appeared, boasting – shock, horror – two steering wheels on the front!

Indy 500 and its many clones was the forerunner to the likes of Supersprint and its many clones, and consisted of a number of UDG-style cars whizzing around three or four tracks. The monochrome action was viewed from overhead, and the basic object of the game was to simply complete a track within the allotted time – failure resulted in your game prematurely ending.

As colour became the new `in thing` to wow gamers with, and they now stood over the sparkly new Frogger, Gorf, and Dig-Dug cabinets, the Indy 500 genre was updated with the arrival of a number of clones, one of the best of which was Rally X. It used colour to the full, with the eight-colour graphics detailing forest backdrops and dirt tracks, whilst the action contained new, previously impossible, features. For instance, whilst tearing around the track and spinning the cabinet-mounted wheel like mad,

OFF-ROAD

GRAPHICS

According to Graftgold, there are some 412 frames of animation on the trucks, and it certainly shows. Despite their small size, they weave and bob convincingly, and react realistically to the hazards. The tracks are well designed and drawn, and the attention to detail is excellent – the flag poles even wobble when you hit them!

78%

SOUND

Limited to a few short anthems and a tinny in-game tune, but close to those in the original coin-op.

72%

BADLANDS

GRAPHICS

Obviously similar to those of Supersprint (well, it is the sequel!), they have been faithfully recreated and look almost exactly like their arcade counterpart`s. The sprites are small but detailed, and each of the eight tortuous tracks is attractive and well designed. The game also features a number of nice touches, ranging from erupting volcanoes to gun turrets.

76%

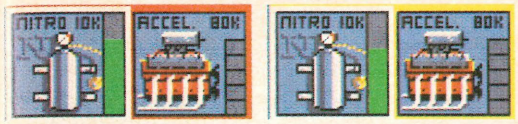
SOUND

Similar to those of the coin-op, but still unimpressive. Still, what`s there serves its purpose adequately.

71%

VIRGIN 19.99

OFF-ROAD RACER



Once you enter the shop, Off-Road takes a slight lead. Both games allow you to continually improve your car`s performance with better gripping tyres and improved acceleration, and Badlands even offers missiles which can be used to blow your opponents away, but Off-Road also includes options to improve your truck`s suspension and add dozens of nitros for that essential extra boost.

STEVE

Badlands is a little too similar to the original Supersprint, and adding futuristic backdrops wasn`t enough to advance the genre another step. However, as in its ageing predecessor, the gameplay is every bit as addictive and. although it isn`t as good to look at as Off-Road, it more than matches it in terms of gameplay. If I had to choose a winner out of the two, I think Off-Road would win, but both deserve a look.

the opposing racers could be deterred with a quick prod of the firebutton – voila, an instant smoke screen that stopped any competitors in their tracks. In addition, the game also featured oil slicks and water hazards to make the game harder and frustratingly addictive.

It was another few years before the genre appeared again, but when it did it took the basic premise one logical step further. Atari Games` Supersprint, was a four-player coin-op which took the basic overhead racing game and all its hazards, but added a brutally competitive element and the ability to collect money to buy enhancements for your car. Needless to say, it was a smash-hit and Electric Dreams, a sub-company of Activision, converted the game to all the then popular formats (except the Amiga!) successfully.

Now, continuing the the Indy line, come two conversions of new updates – Iron Man Stewart`s Off-Road Racing, and the sequel to Supersprint, Badlands. Both take the basic theme and all its resident features as you battle through the four laps each race consists of, but updates them in different ways with the addition of futuristic scenarios of a forced perspective view-point. Both are of a high quality but in Amiga Action there are no equals. So, we have decided to compare the two just to see which game contained the most and offered the best. The reviewers sat down and played both games until they were screaming with fingers like red peppers.But, who won?

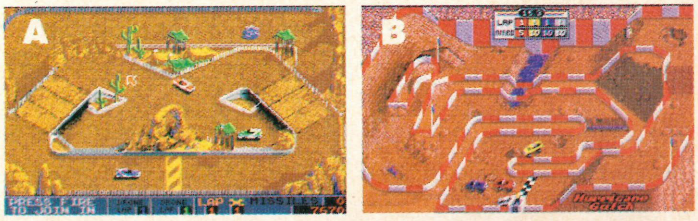
MICHELLE

Although Graftgold`s conversion of Off-Road Racer is technically more impressive than The Kremlin`s Badlands, both are equal in terms of their addictive gameplay. What one game loses graphical finesse, it makes up for in extra hazards, and both are excellent conversions of their respective coin-ops. In fact, so playable are the two that I`m loath to pick a winner, but if pressed, I think that Off-Road is slightly better than Domark`s effort – but only just.

ALEX

I really enjoyed the ST version of Supersprint, and Badlands – whilst not adding anything new to the genre – was every bit as playable as the first game. However, I also enjoyed the novel perspective and superb attention to detail of Virgin`s Off-Road Racer. However, I found Off-Road slightly too repetitive as I had to keep playing the same tracks over and over again before I could advance, and this swung my vote in Badland`s favour.

THE COMPUTER OPPONENTS



Off-Road has three computer-controlled racers, whilst Badlands only possesses two. In addition, the Off-Road drones are relatively intelligent and, although they don`t use any of their ten nitros, they are cunning and make very few mistakes. In Badlands, they move well and invariably take the lead, but their intelligence isn`t that great, and for the most part they thwart your plans by getting in your way rather than overtaking you – the system works, but is very annoying when it costs you the game.

OFF-ROAD OVERALL RATING

79%

To avoid confusion, The Kremlin have incorporated two control methods in Badlands. The first allows you to accelerate with the firebutton whilst steering the car with the directional controls. The other relies solely on the joystick and the direction you wrench. Off-Road, on the other hand, only uses one method, with the directional control steering and changing the required speed of the truck, and the firebuttton sparking a nitro into action.

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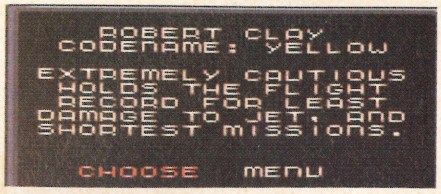
SNOWSTRIKE

OVERALL RATING

64%



The F-14 you are piloting must include a co-pilot as well as your good self. This means you must carefully choose your counterpart, as they both have their advantages and more importantly, their disadvantages!

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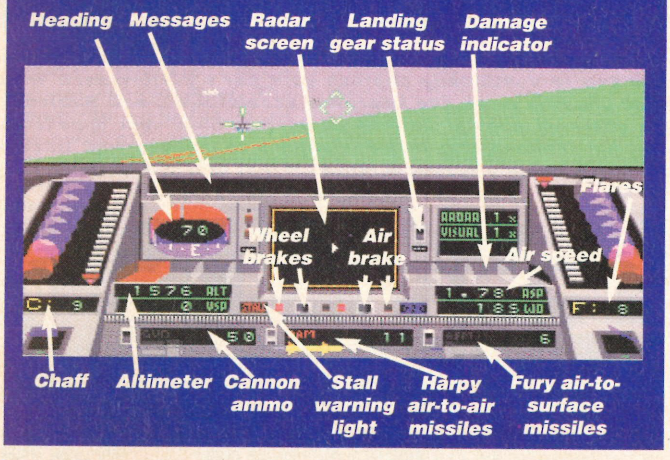
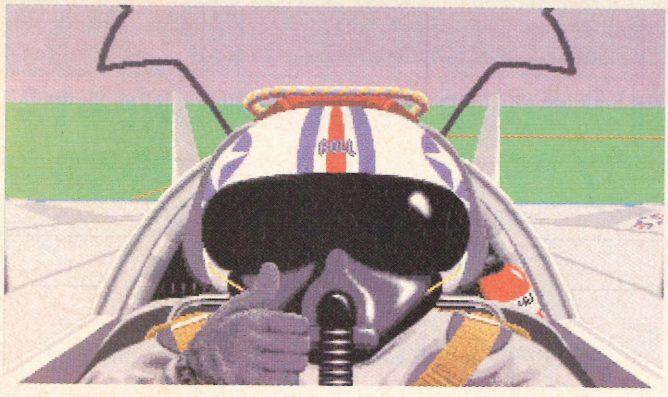
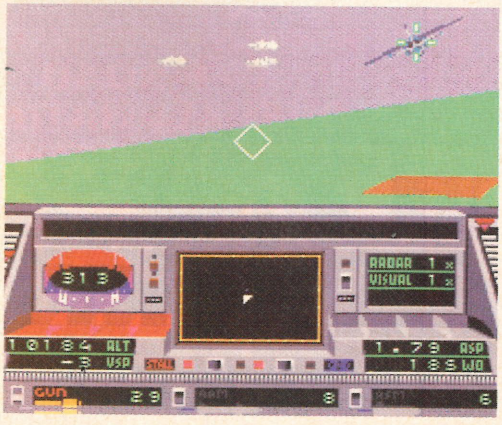


C: A useful view to undertake when under attack is to look out of the rear of your Cosmos, as it will allow you to gain a visual on any bogeys approaching from your six!



(Right) Mission control can aid you in your mission in a number of ways, providing an up-to-date weather map, the combat status of your squadron, the location of various enemy installations and the damage your Cosmos has taken.



(Left) The sky is full of hostile aircraft, and all are armoured with deadly air-to-air missiles. However, you are skilled in dogfighting techniques and should have no problem dealing with these fiends.

Based in the future, SnowStrike is the codename for an operation set over Colombia, the infamous centre for drug trafficking. Way back in 1997, the newly-elected president has declared war on the South American drug lords, But the congress refuses his request one year later. However, the President decides to send American troops in, and an update of the F-14 Tomcat, the F14-LCB Cosmos, which has been designed specifically for this mission. Nicknamed the Rapier, its primary functions are attacking and destroying multiple air and ground targets.

In April of 1999, the first squadron of F14-LCBs were manufactured and shipped over to the South American coast, ready to take to the skies. You are a pilot who has been assigned to the first squadron, and along with the other pilots in your wing, you must penetrate the various drug factories defences (which will usually include a squadron of MiGs).

There are both carrier and land-based missions, which, obviously, take part over both land and sea. When flying a carrier-based mission, your primary targets will usually be the sinking of either an enemy aircraft carrier or a drug transport ship, terminate the enemy oil supply or stop a convoy of drug transport ships, with the secondary targets being hostile aircraft that enter the vicinity.

Land-based mission are basically the same, but instead of sea-going vessels that must be destroyed, you must bomb drug warehouses and laboratories. As you fly, your co-pilot will attempt to aid you by giving you various pieces of information like 'we're gonna' die!', which is reassuring when he's in the same cockpit as you!

DOUG

Unfortunately, I can't see much point in SnowStrike. Although the game is quite obviously a flight sim, it doesn't even come close to the other flight sims that are around, and have been for the last couple of years. The controls are very basic and the game seems like it was programmed by a person who prefers shoot'em-ups, and wouldn't play a flight sim if you payed him. I can't see the game appealing to many, but perhaps it might appeal to someone who wants a basic introduction to flight sims.

ALEX

Having been impressed with other flight sims like F-19 Stealth Fighter and Falcon, I fail to see how the likes of SnowStrike are going to stand up against the competition. SnowStrike tries to be a flight sim, but fails due to lack of depth and variation of missions. The graphics are second rate and a game of this type requires a lot more than a storyline in order to sell. As a simulation, I am afraid I can't recommend it.

GRAPHICS

The skies are fairly bland. The still-shots are visually pleasing, but only a few exist and therefore the variation of different views and the like are limited.

62%

SOUND

A burst of American military tunes play throughout different parts of the game, along with realistic engine sounds and explosions.

57%

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Screenshots from ATARI ST

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ARC

REACH OUT FOR THE POWER

Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.

REACH OUT FOR THE POWER OF ARC

ATARI ST · CBM AMIGA

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IMAGE WORKS £24.99

OMNICRON CONSPIRACY

Life was easy as a space cop. I had no problems doing my job properly, with no real hassle getting rid of the odd drunk here and there, busting the book bandits and generally keeping the peace from here to the Vega system. But someone had to muck it all up for me. Before I`d had a chance to decline, I`d been chosen for a new job, had all the details logged into my computer, and been thrown on a ship heading for Cron.

From what I can find out from the report there`s some really big drug conspiracy on Omnicron, and we`ve lost contact with this huge space cruiser named Blackstar, and I`ve got to infiltrate the drug ring without any help whatsoever. What a life!

Omnicron Conspiracy is an arcade adventure very similar to the Sierra On-Line type of games. Controlling a character that portrays yourself, you walk around a 3-D setting hunting for clues and various other things that can help you complete your objective, and the game. Most of the scenery can be interacted with, and each can be examined or searched for information about the drug ring.

However, most of your leads will be got from the aliens that you will meet through the game, but getting them to talk to you isn`t as easy as you may think.

Unlike the Sierra games, Omnicron requires hardly any use of the keyboard (apart from controlling your character`s movements). The game can also be controlled via a mouse or joystick, whichever you prefer.

STEVE

Omnicron Conspiracy seemed to me to be trying to emulate those excellent Sierra and Lucasfilm adventures, and although it was a fairly good attempt, it didn't quite make the same grade. The concept seemed a little too simple and there was a severe lack of puzzles. Graphically, the game isn't too bad but although sound has been included, it is only average and could have been much better. Not enough thought I am afraid.

GRAPHICS

The graphics are alright, but you can`t compare them to the graphics with the Sierra On-Line games that Omnicron Conspiracy is trying to imitate.

61%

SOUND

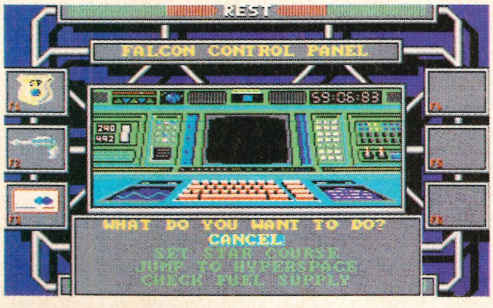
There are a few simple sound effects here and there when you interact or use various objects, but apart from these effects there is not much else.

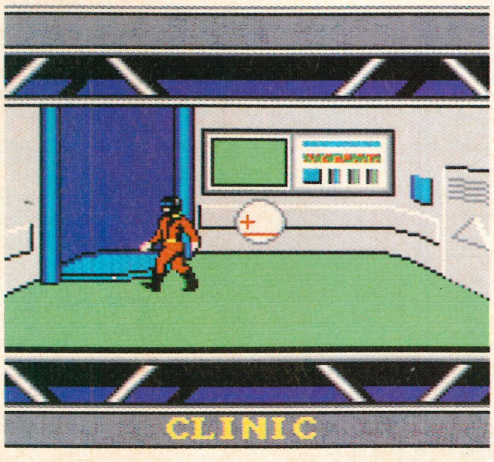
59%

DOUG

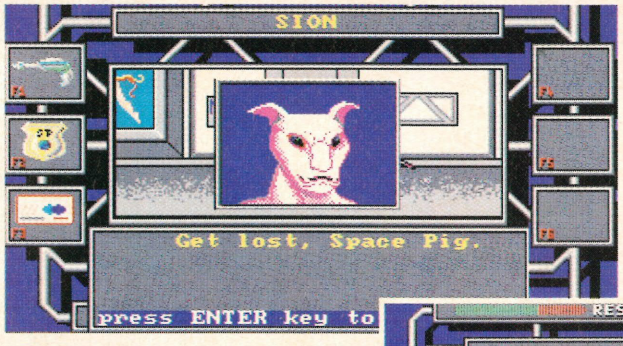
As far as arcade adventures go Omnicron Conspiracy is not too bad and provides you with quite a bit of entertainment. The graphics and sound are average, and the game`s controls are OK. Unfortunately, Omnicron doesn`t even come close to Sierra or Lucasfilm games that it is so desperately trying to copy. The main thing that`s been left out are the tons of puzzles that any Sierra games player would be used to. It`s not a bad game, but the Sierra games are better.

Before you can go anywhere in your space craft you`ve got to find out the coordinates of the place you want to go, and it`s no good trying to guess the them because you`ll soon run out of precious fuel.



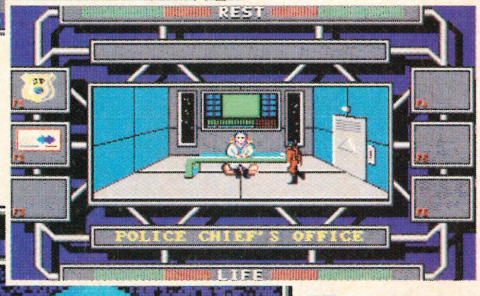


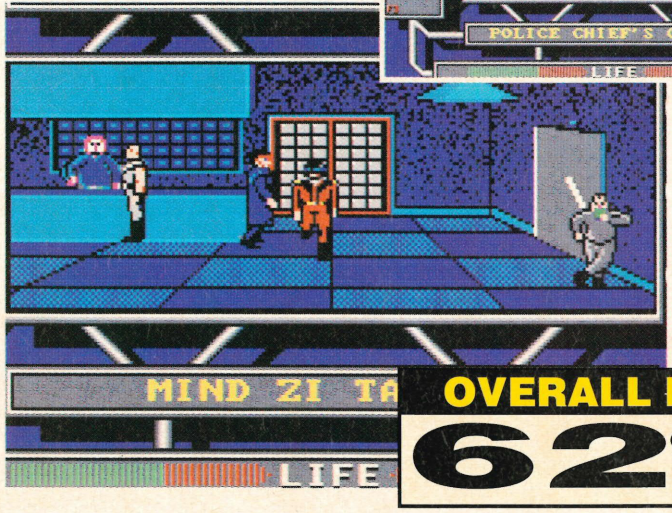
(Above) Luckily your ship has an on-board clinic for if you get a bit roughed up, and knowing your luck, that`s probably going to be quite a bit.



(Right) Cron will be your first port of call, and as soon as you get there you will be escorted to see the police chief. He`ll give you some clues to start of with, but after that you`re on your own.

People and aliens are your main source of info, and most of the leads you get on the drug-ring will be from them. However, the police aren`t the most popular people round these parts and getting the info is quite a task.





(Left) Before you leave the planet of Cron you should check the town and see what you can find out from the various taverns and other shops.

OVERALL RATING

62%

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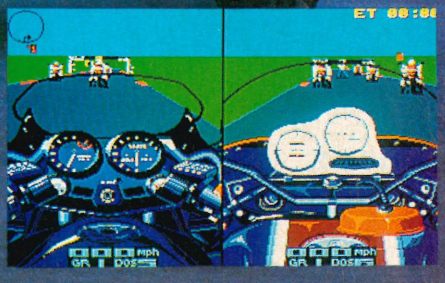

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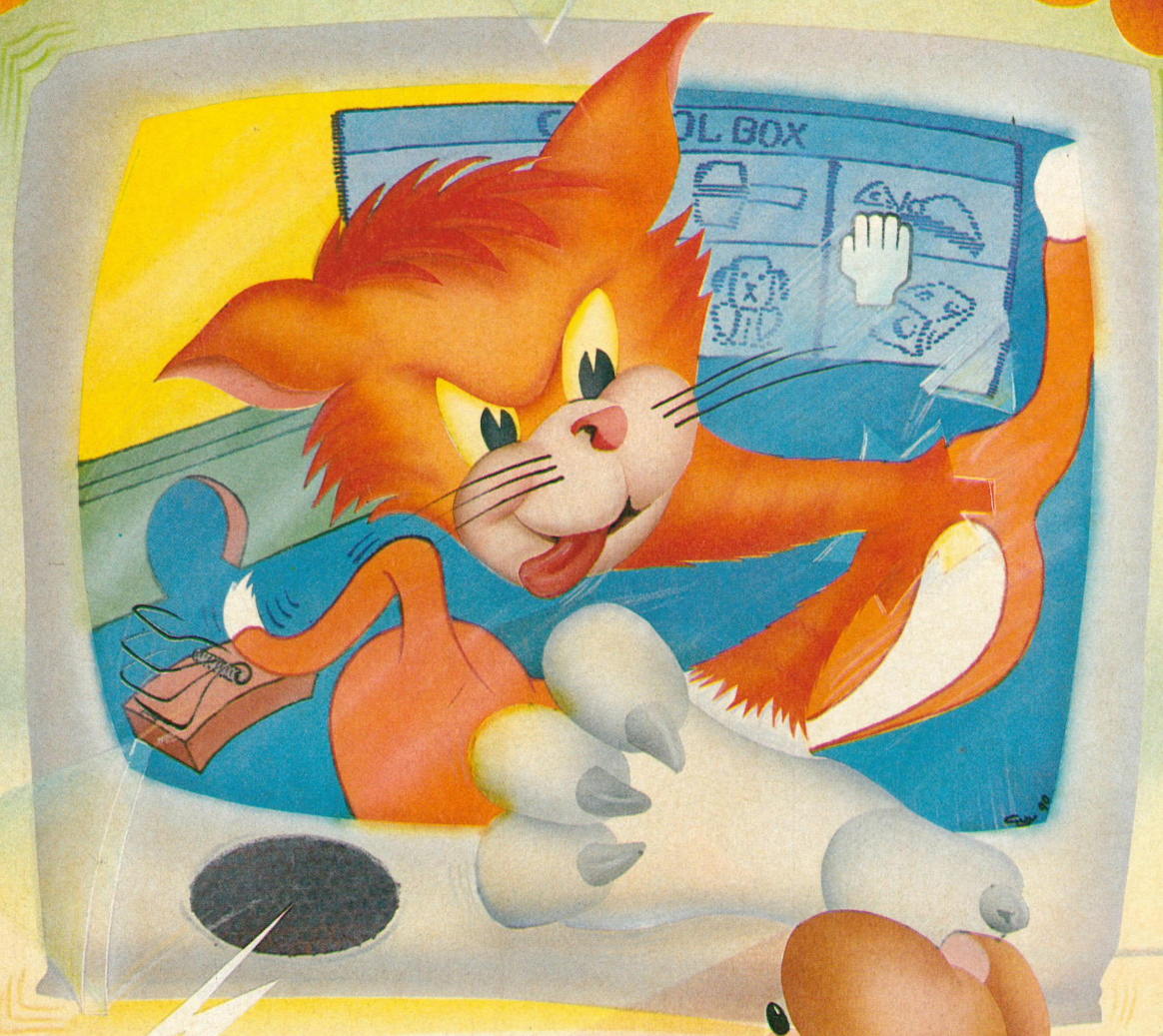

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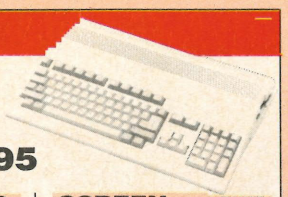

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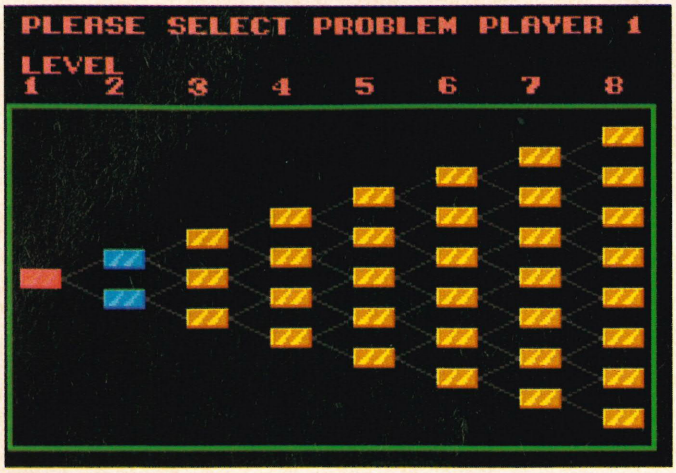
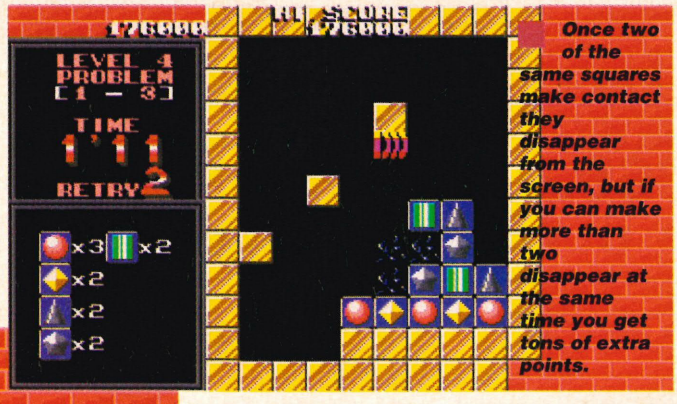
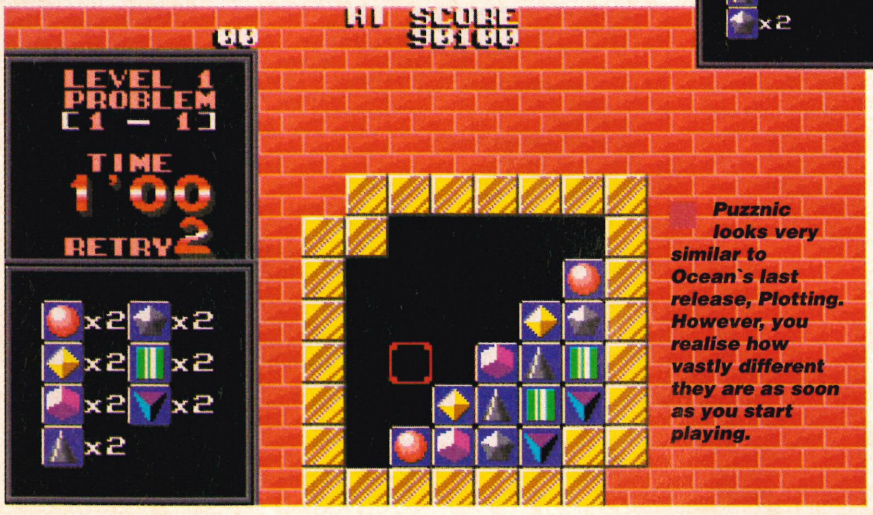
Once you've completed a set of sub-levels it's time to choose in which direction you want to go. But whichever way you choose the game is going to be that bit harder.



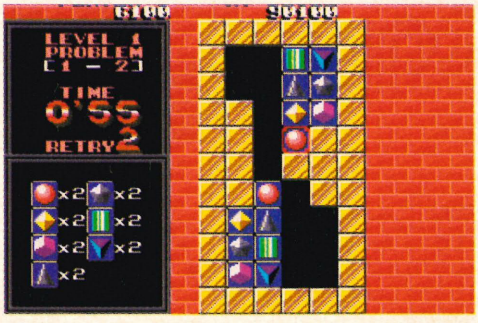
A small box in the bottom left hand corner shows how many of each squares there are to get rid of. The problems start when there's an odd number of them.



Once two of the same squares make contact they disappear from the screen, but if you can make more than two disappear at the same time you get tons of extra points.



Puzznic looks very similar to Ocean's last release, Plotting. However, you realise how vastly different they are as soon as you start playing.



(Above) Speed is of the essence and the longer you spend trying to work out the solution the less time you'll have left to complete the level.

OCEAN £24.99

PUZZNIC

Puzzle games are quite rare, and they only take up a very small percentage of the software market; but when one does appear it's usually a top quality game that addicts you immediately with it's brain wracking puzzles. Probably the best known of these games is the Russain classic, Tetris. Converted from the arcade you had to link various coloured and shaped blocks together without leaving any gaps. But newer games such as Plotting (also by Ocean) have also held their own very well. Again the game had you controlling a selection of different blocks but this time you had to shoot them at walls so they would rebound off and hit similar blocks.

ALEX

Ocean's previous puzzle game, Plotting, didn't appeal to me that much. However, Puzznic rectifies Plotting weaknesses and the result is a superbly addictive game, that is a cross between Plotting and Atomix. The sheer volume of levels should keep the average games player going for many an hour, and yet again I think that Puzznic is a case of simple but effective gameplay. If, like me, these addictive little game appeal to you, buy Puzznic - I'm sure you'll agree that it is a real cracker!

DOUG

Plotting looked too simple to be enjoyable, I was wrong. I didn't learn from my mistakes and when I saw Puzznic I thought it would be boring. I was wrong again. The game is brilliant. The amount of levels is stunning as well, and as you get further into the game you have to complete tons of sub-levels to get to the next main level. A superb game that is just filled with addictiveness.

Within Puzznic you have to guide square blocks with different symbols on them around the screen, so that they pair up with blocks that look the same within a set period of time. Once the two blocks touch they will disappear from the screen. This will continue until all of the blocks have been disposed of, and then you will advance to the next level. There are only eight levels in all, but each of these levels has a certain amount of sub-levels; the higher the level the more sub-levels it has (the eighth level has sixty-four sub levels in all). If you make a mistake in one of the levels then you have to start again from the very beginning, however, you can only retry a level twice and then you will lose one of your five credits.

GRAPHICS

The graphics are a little simple but make up for this by being very colourful. They work well in this type of brain-teasing game.

74%

SOUND

A merry tune plays through the game, changing according to the atmosphere of the level, and getting faster as the time ticks away.

76%

OVERALL RATING

78%

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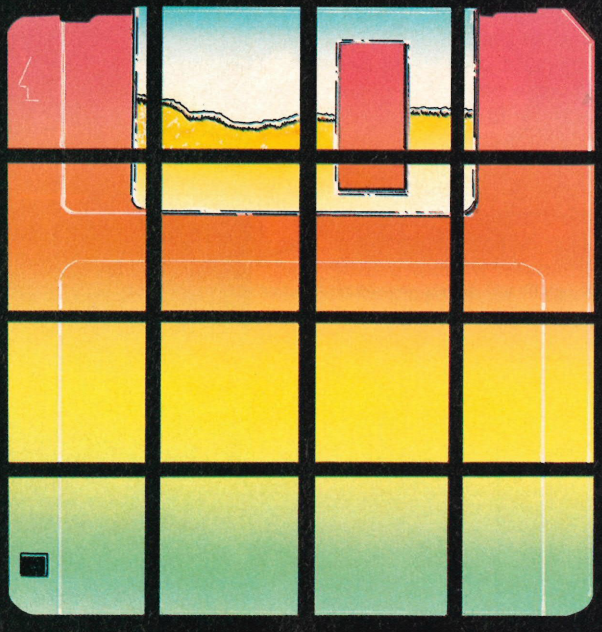

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ATOMIC ROBO-KID

Atomic Robo-Kids are almost the same as humans. They to have to go to school, and have mummy robots that get them to do the hoovering and other such lovely tasks. But the Robo-Kid in question here has just graduated from the Universal University of Space Combat, and is now just itching for a good old scrap with some power-mad tyrant with a small army at his disposal. Of course the mission has to be almost impossible and most likely to end up destroying him. Fortunately, a vacancy has just appeared at the impossible mission centre and no sooner has our Robo-Kid applied for the position than he is being whisked off to the edge of the tyrant`s fortress to do battle to the death.

You control Atomic Robo-Kid as he enters the fortress and prepares to do battle with the countless machines that will float around and try to kill you in various ways. At first the Robo-Kid can only walk around, and jump if necessary, but very close to you at the start are several fly gems, that when collected will give you the ability to take off and fly in a similar way to the other monsters.

Other gems are also available by shooting a selection of metal birds that appear every now and then and just simply hover around the screen without posing any threat. These gems will give Robo-Kid a new weapon when collected.

There are four different weapons in all, each being helpful in a different way. These weapons have an unlimited supply of ammo and will stay with Robo-Kid until he dies, and then the weapon that he was using last will disappear and will have to be collected again.

Collecting gems is not the only way to get extra weapons. At some points in the game you will meet a small dragon (that cries if you shoot him) who seems to be just wandering around. This little guy has a whole shop of weapons at his disposal and you can buy any you want. Unfortunately, the price is pretty high, and for every weapon that you purchase one of your lives will be forfeited.

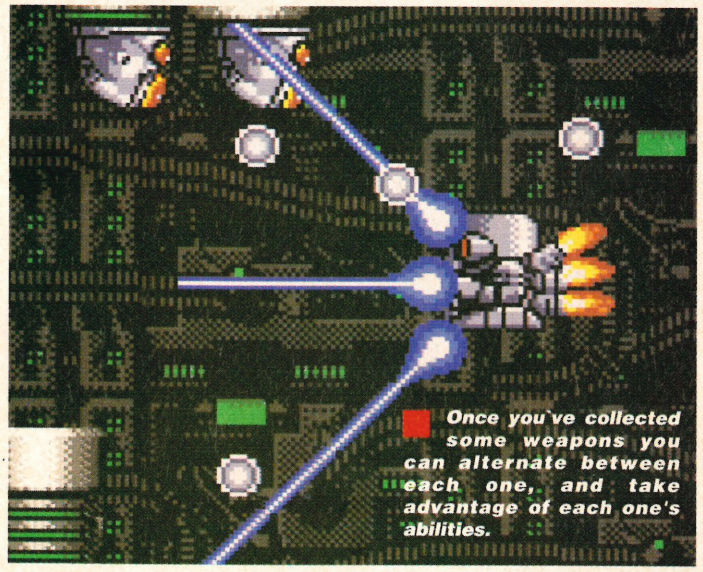
There are also a few other gems that boost up your Robo-skills. One of these will increase your speed, and another will supply you with a shield that will last for thirty seconds, starting from the next hit you sustain.

There are twenty-eight levels to fight your way through (although, Robo-Kid can take short cuts and cut the amount down to twenty-four levels) with a huge nasty and a special one-on-one duel every three levels, but did you learn enough at the university to survive the ordeal. If not, you're in for a tough time.

ALEX

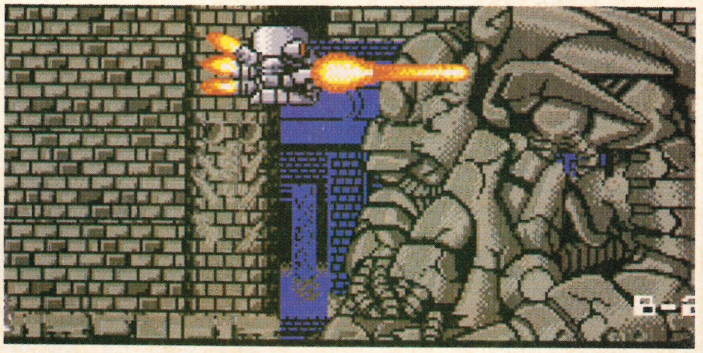
I still think that R-Type is one of Activision's greatest releases, and a brilliant arcade conversion, too. Now the release of Atomic Robokid threatens to knock R-Type of its pillar as I found it even more infuriating and addictive than the aforementioned. Basically, The graphics look very similar to R-Type but I think it has pipped it to the post on the playability stakes. Sound is also fairly good and adds to the overall appeal of the game. Atomic Robokid is blast 'em-up action at its best, and is a definite must for those who love fast and furious action. You would be a fool to miss it so I would suggest that you drop, whatever you're doing and go and buy it.

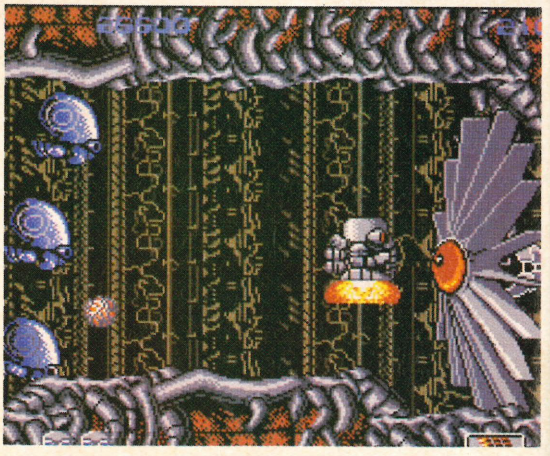
The weapons that you get for collecting the selection of gems make your life a hell of a lot easier. But they don`t always give you weapons, and in some places a handy shield comes in very useful.



Once you've collected some weapons you can alternate between each one, and take advantage of each one's abilities.

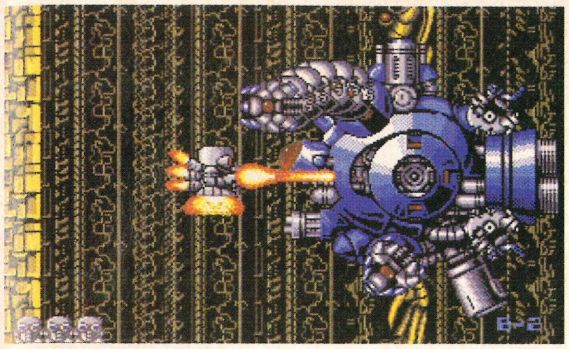
Large stone and statues will get in your way in various places but they're nothing that a huge gun can`t blow to bits

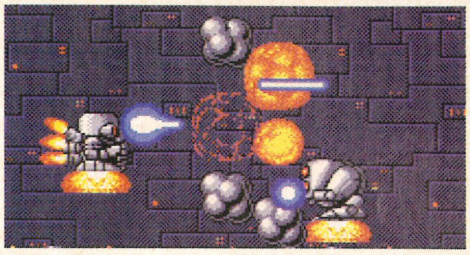




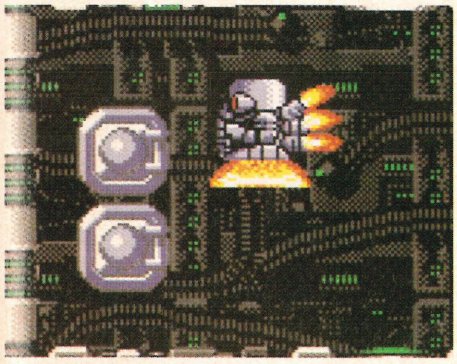
A small monster with a huge fan attached to his head creeps toward you in a rather menacing fashion. But he isn`t as dangerous as he looks and you can simply fly straight by him.

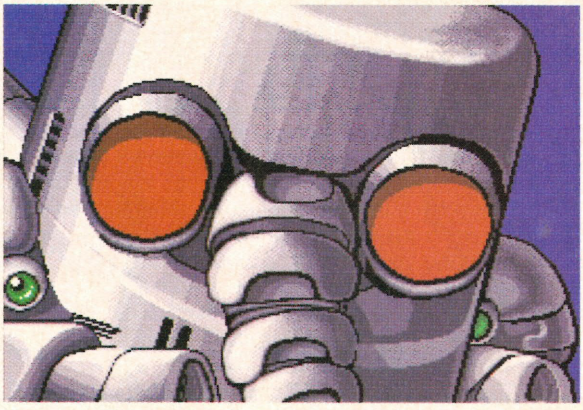
(Below & below right) After every three levels you come up against a huge monster trapped in a single small room. Using your mega weapons you must shoot away various parts of his anatomy (ooer!) and then blast him at his major organ (fnar!) before you can escape. But the action's not over yet. You'll then be warped into an even smaller room with another robot about your size, for a one-on-one duel to the death.





At the end of each level you will come across a hatch that leads to the next level. However, they're usually protected by a medium sized nasty who is rather hard to get rid of.





(Above) Gosh! What a handsome dood the Robo-Kid is. But good looking as he is, he's not someone to be messed with.

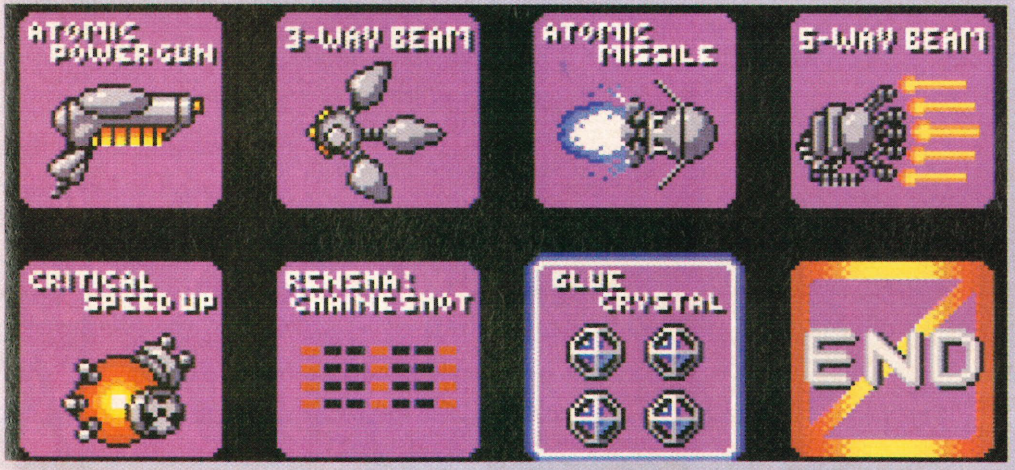
ROBO-KID'S PICK-ME-UPS

ATOMIC POWER GUN – Watch those alien scum dance

3-WAY BEAM – Kid fires a three way blue beam laser

ATOMIC MISSILE – This can be fired in eight directions

5-WAY BEAM – Fires five beams with limited range



CRITICAL SPEED-UP – Increases flight speed

RENSHA: CHAIN SHOT – Kid has auto fire for 30 seconds

BLUE CRYSTALS – These are the key to extra weapons

END – Exits you from the weapon selection screen

As you appear on the next level you notice a little dragon walking around minding his own business. However, when you touch this cute little guy you become aware of how useful he really is. Any of the things that you get from the gems can be got from the dragon, but each item will cost you a whole life. Is it really worth it?

AMIGA ACTION

OVERALL RATING

83%

STEVE

With Christmas just around the corner, the punters are going to be expecting the best for their Amigas. Activision have taken this to heart and, in the process, have released one hell of a game – Atomic Robo-Kid. The graphics are similar to R-Type but this is not to say that Robo-Kid is a copy, in fact, it is better than R-Type in most ways. The difficulty has been set at just the right level and I can see it being some time before anyone eventually beats it. Excellent stuff. Well done, Activision.

DOUG

Activision have brought out some pretty dire games at Christmas over the last couple of years, and I wasn't quite sure what to expect from Atomic Robo-Kid. However, to my surprise and great delight the game is brilliant. The action is fast and furious, and there's a good supply of levels all set at just about the right difficulty to stop you from beating it too easily. Whatever you plan to buy make sure Atomic Robo-Kid is on the top of the list, I guarantee that you won't regret it.

GRAPHICS

The graphics aren't brilliant, but they move pretty well and the sprite detection is very good. The backdrops are good as well with a lot of variety.

78%

SOUND

A smashing piece of music to listen to, as well as some wicked sound effects during the game. You couldn't ask for more.

80%

ARC £19.99

BADLANDS PETE

SOUND

The occasional banjo solo accompanies the opening sequence, along with the sound of six-shooters being fired and people kicking the bucket!

64%

GRAPHICS

This represents the wild west in an almost cartoon-like manner. Unfortunately the game area takes up too small a percentage of the screen.

68%

STEVE

Arc boast a new concept with their Strip-A-Motion, and although this is true, it does not save the game from being just another one of those `walk and shoot` games. This may prove interesting at first but the novelty soon wears off and you start to wonder exactly what it is you're supposed to be doing. Badlands Pete lends itself to mapping very well and there is some initial fun to be had, but it did not hold my attention.

You're Pete, a mean gunslinger who roams the desolate wasteland searching for new ways to gain money, and lots of it.

At present, Pete has been landed a job where he could get gold as long as he completed the task set for him. Apparently, the Governor's beloved daughters kidnapped and had been hidden in the hostile town of Badlands. He was told that a ransom had to be paid if they were ever to be seen again, but the Governor had different ideas – that's why he came to the meanest dude in the hole of the States, and that is you!

Pete is armed with two .45s, which he can draw, fire and re-holster quicker than you can blink! Pressing the button will make him take to his guns, and further joystick movement will allow him to aim. Subsequent taps of the button will unleash a bullet that should hopefully strike the target.

Badlands Pete takes place on the Strip-A-Mation, which help add the the depth and realism of the game, as it allows Pete to walk into and interact with the backgrounds as well as entering any houses or the like as he passes them. However, as you can imagine, people aren't that pleased about seeing a complete stranger walking around their house, brandishing a pair of six-shooters, needless to say you are always met with a great deal of hostility.

ALEX

Although Badlands Pete may be unique with its Strip-A-Motion, I found the job of being a lawman in the wild west somewhat tiresome. You'll love walking around the Badlands territories, shooting anything that presents a problem, but this initial thrill will wear off. The Strip-A-Motion works well, and I commend Arc for that. If you can keep at this game, you may be the next gunslinger of the west!

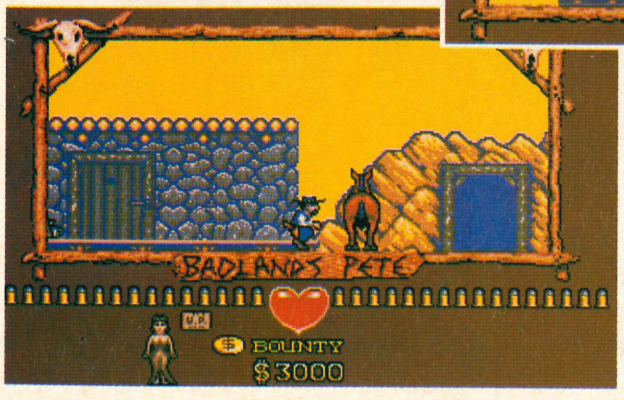
Badlands Pete is the meanest thing this side of the globe, so it wouldn't be right if he didn't carry he trusty old six-shooters with him, and he's prepared to use them on anything, too.

Pete will eventually run out of bullets, and must search the hostile town for more. Alternatively, he can search any of the recently deceased (probably the doing of Pete himself!) and hopefully find something useful.

To help add depth to the game and allow freedom and inter-activity with the background, the Strip-A-Motion has been included, and works well when trying to send Pete around the back of houses, ready for a little leaded action.

OVERALL RATING

67%



(Left) John Wayne never had problems with his horse, but it seems Pete doesn't quite have a way with his trusty steed. Every time he approaches one of these four legged friends, it will kick out and drastically reduce Pete's energy.

Each mission sees you retrieving one of the Governor's daughters. You'll have to search high and wide before they are found, then leave on the noon train.

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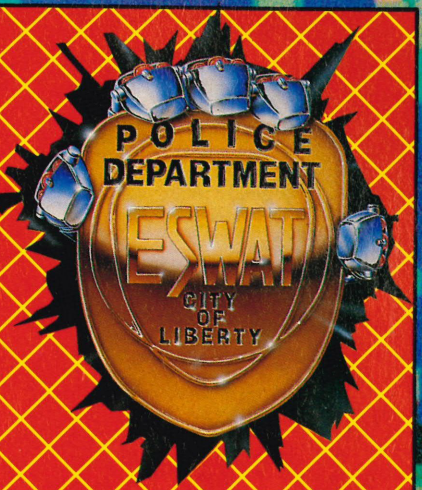

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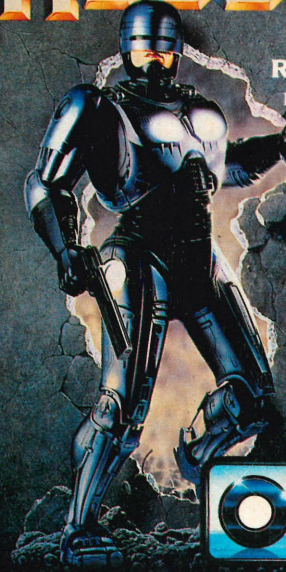
MIRROR Soft

RoboCop 2



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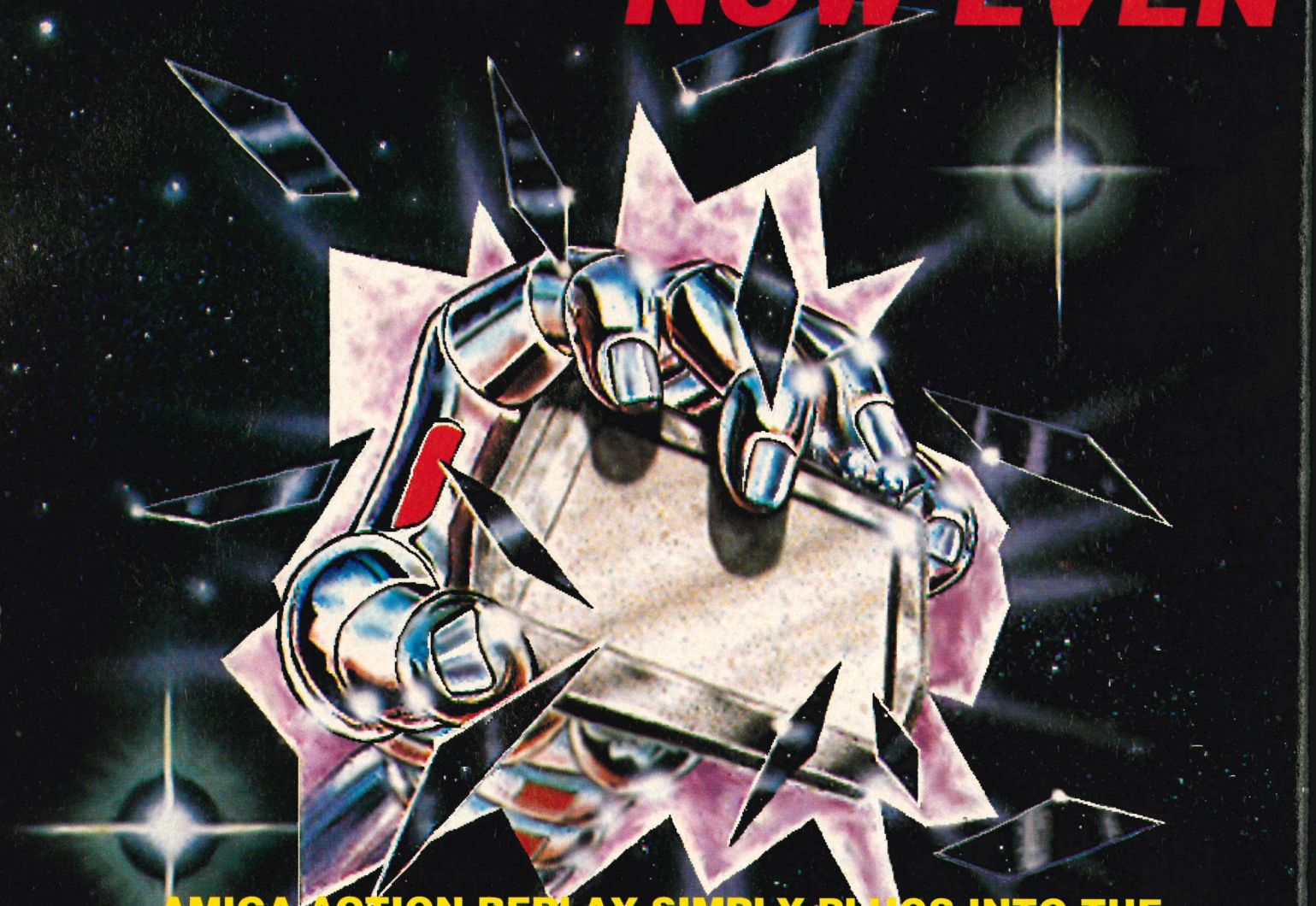

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ROGUE TROOPER

Rogue Trooper is a comic strip originally conceived by Dave Gibbons, who also wrote the popular comic book, the Watchmen. Now Rogue appears in a weekly publication, 2000AD, and over four years ago the first Rogue Trooper game hit the streets, courtesy of Piranha. The story is based around the war on Nu-Earth, where a group of G.I.s (Genetic Infantrymen) were betrayed by one of the Souther hierarchy. Most of the platoon were slaughtered, but one still lived on. Collecting up his dead buddies bio-chips (thus allowing them to live on in a micro-chip form), this trooper then turned rogue, and vowed to avenge the death of his war brothers and kill the Traitor General.

Krisalis have converted the game onto the Amiga, the battle being set over four levels combining different styles of gameplay. The first level is a beat`em-up section where Rogue has managed to escape from the Nort Brig and is left to explore the hostile prison environment. He`ll have to survive using only unarmed combat until he can find his equipment – Gunner, Bagman and Helm.

Levels two and three are similar in gameplay to that of Space Harrier, showing Rogue flying low over the chequered landscape in his `Hopper'. As he goes, the Norts will launch other attack craft in order to halt the lone G.I., as well as larger mid-stage meanies. At the end of each section, the money collected during the level can be spent at Bland and Blass`s bargain basement. The last stage is the final hunt for the General, and only the toughest trooper will be able to survive!

GRAPHICS

There are some nice sprites that have been animated pretty well, and although very pleasing the game could have done with a little more variety.

72%

SOUND

A really tasty tune that gets the game going straight away. There`s also a whole load of sound effects to add to the overall effect as well.

83%

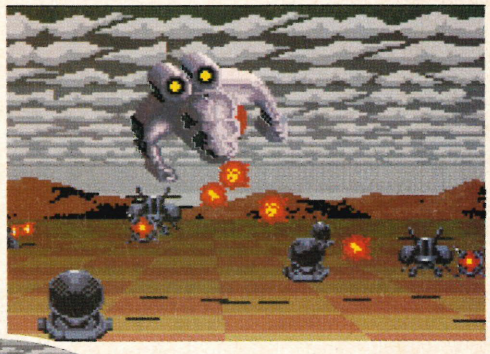
OVERALL RATING

78%

As Rogue makes his way through the first sub-levels, he must keep an eye open for his bio-chip comrades. Gunner, Bagman and Helm are all waiting to be found and put to good use.

Rogue Trooper isn`t all blood`n`guts, there`s also a whole load of puzzles to work out. Here Rogue uses a decapitated head for a retina scan.

On the second level you jump into your Hopper and glide across the landscape in search of the traitor general. A good combination of dodging and shooting will be needed to succeed.



The General is not easy to follow, and knowing that you are on his trail he`s left a few obstructions to slow you down. All your firepower will be needed against this foe.

Comic strips are displayed inbetween each level to add to the effect. Here Rogue meets Bland and Blass who will sell him vital add-ons for his Hopper.

DOUG

After the first attempt at this game about four years back, Rogue Trooper is back for another try. The game has been improved a lot and the graphics are quite nice, but the best thing about the game is that it isn`t just another expensive license that turns out to be a simple shoot`em-up. Quite a bit of logic is needed in the playing of the game, and there`s quite a lot of interaction with the backdrops. Quite a good game, and worth a look.

STEVE

I remember the first Rogue Trooper license which turned out to be very disappointing. Fortunately, the latest Rogue Trooper game is a great improvement. The graphics are extremely effective, although the animation on the fighting moves is a bit un-realistic. Sonically, Rogue Trooper is brilliant with a thumpy tune and neat in-game effects. Lots of different levels keep you occupied and each level includes many varied puzzles.

ROGUE TROOPER RE-REVIEW!

Unfortunately, there was a misunderstanding with Krisalis' Rogue Trooper reviewed last month. The game that we were sent was not actually ready for review and was not fully completed. With the finished version now in our sweaty palms, we have decided to review it again as there are some changes.

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BETRAYAL

If you're the sort of guy who believes in fair play, and never cheats in a game because it defeats the point of playing, then you're not the sort of person to be playing Betrayal.

You are one of four wealthy knights in the kingdom, and using cunning strategy and as much foul play as your money can buy, you must wrestle the control of the kingdom from the King and Bishop who presently rule. To rid yourself of these two men you must fill their courts with courtiers under your control, and once you have achieved this the kingdom will be yours. But remember, you are up against three other knights, all with the same intentions, and all as low down and devious as yourself. May the most corrupt man win.

There are four different levels to choose from at the beginning of the game. Depending on whether you start the game as a Knight, Baron, Earl or Duke you will have a certain amount of land and courtiers at your disposal. Money is the best leverage point that you have, and keeping the money coming in is done with the help of the land you own. Each village that you own will produce a crop every twelve moons which, when harvested, will be sold for the going rate. Unfortunately, out of this profit comes the cost of maintaining the village, and the dreaded taxes. However, taxes aren't as bad as they sound, and by paying that little bit extra you can win the favour of the court and hopefully a few more seats.

ALEX

Betrayal wasn't that great. Although the game has been thought out well and poses quite a challenge, it just seemed a bit too repetitive. There's only a few different screens in the whole game. Harvesting the crops and raising the taxes soon becomes boring and once that happens the game loses all appeal. Betrayal will probably appeal to quite a few people, but unfortunately, it doesn't appeal to me.

DOUG

Betrayal is a good game that requires quite a bit of strategic thinking. The four different levels are certainly taxing and if you start on the hardest level you'll certainly have a few problems becoming ruler of the land. It really makes a change to be a bad guy, and it's great fun organising assassinations and various nasty deeds. Betrayal is a must for strategic people out there who are fed up with playing mister nice guy.

GRAPHICS

The graphics are fairly good for this type of game, but nothing to go mad over. There are a little simplistic and a bit more detail would have been appreciated.

65%

SOUND

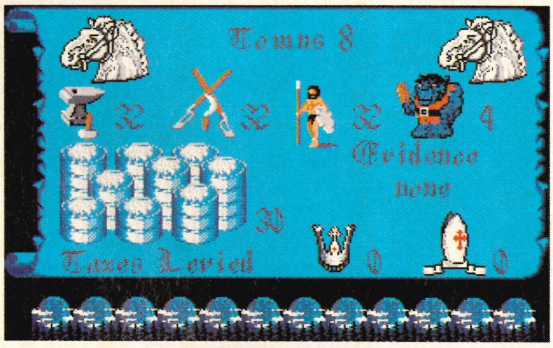
Apart from the tune, there is a severe lack of sound effects which leaves the game with an, almost, stunned silence. Betrayel has not used the Amiga sound fully.

61%

OVERALL RATING

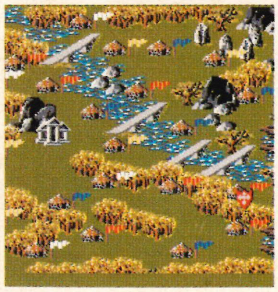
74%

As you progress through the game you will gradually take control of more and more land, and get loads of peasants to work for you.



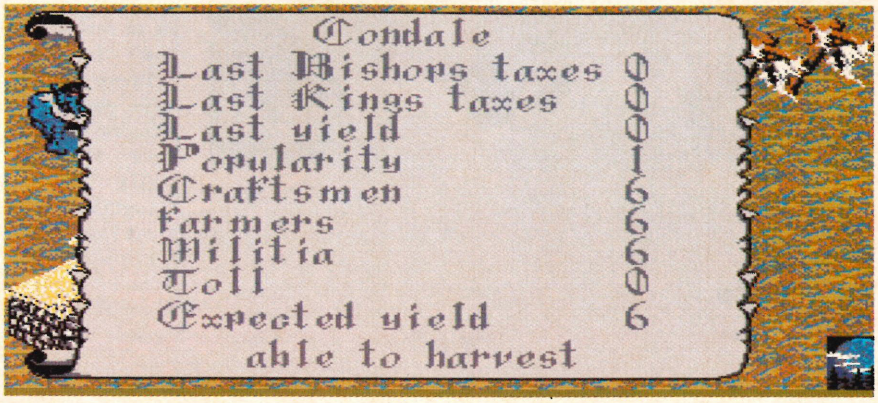
At last the harvest is here again and for a short while you have a few pennies to play about with. However, the taxes need paying as well and that will dispose of most of your dosh.

You need to take control of as much of the court as you can, and then once you've got quite an influence over the votes you'll be able to boot out the king and bishop and become the ruler of the kingdom.



(Left) You take a quick butchers at the map of the kingdom to see how much land you own compared to your rivals. You don't want them getting to powerful.

Using the F10 key you can take a look at the various villages and work out which ones would be the more profitable, and make you even more money.



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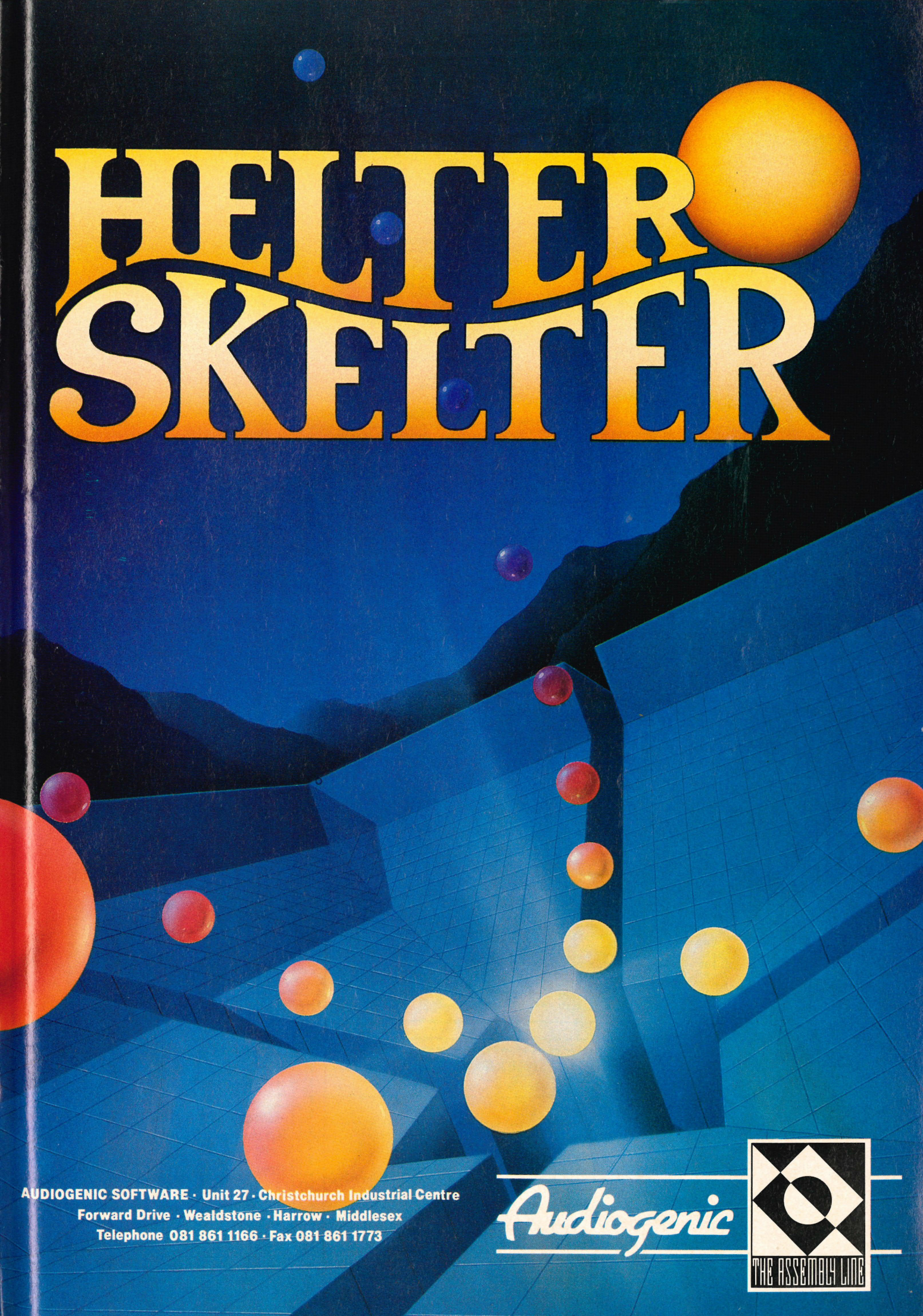

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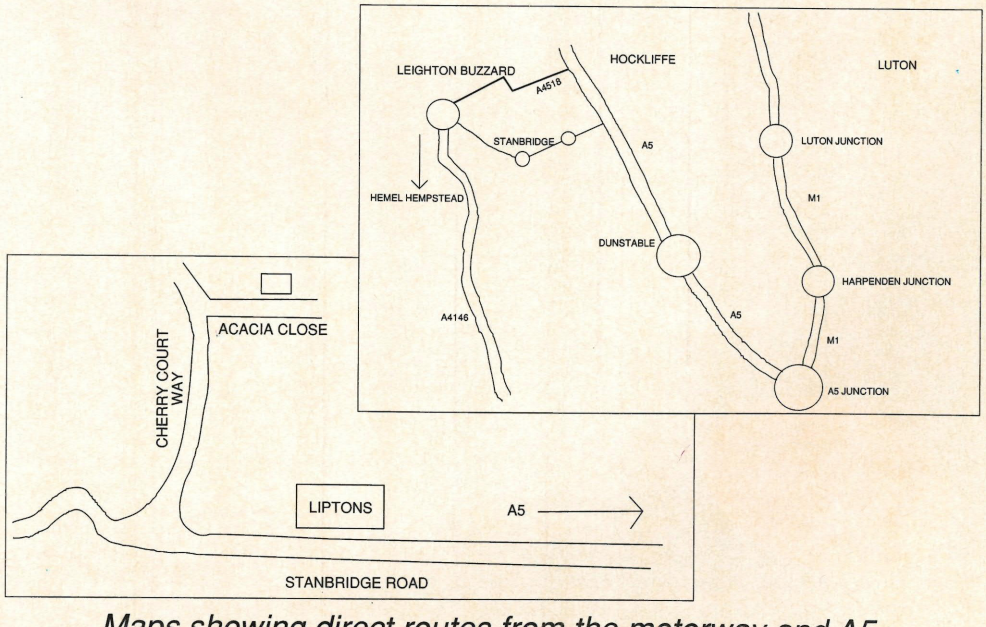

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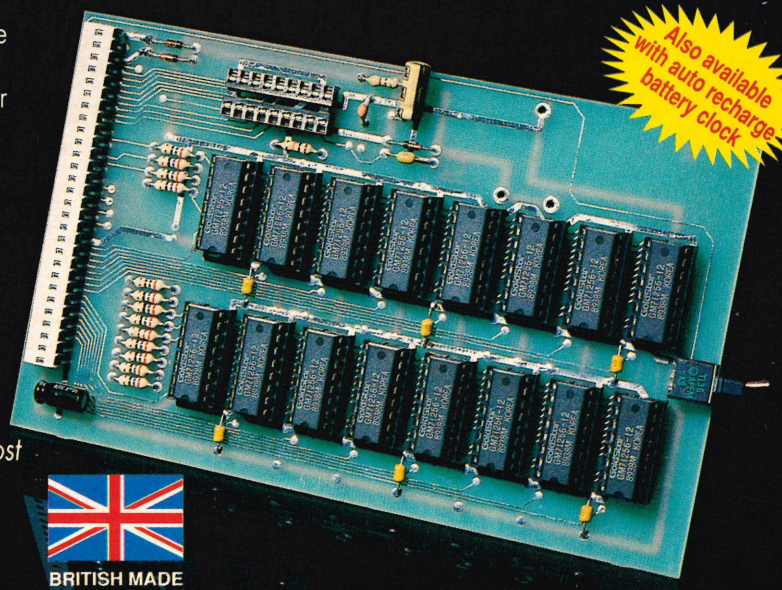

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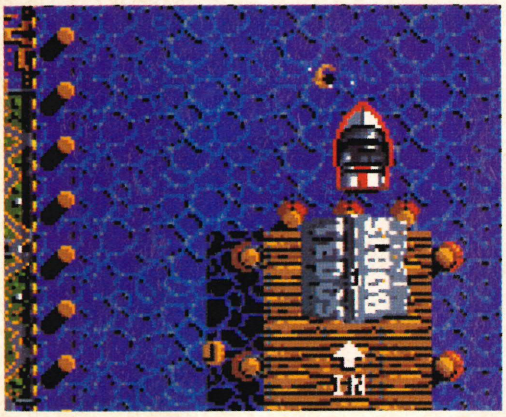
THE SPY WHO LOVED ME

It was about five years ago when Domark released their first James Bond game, A View To A Kill. But unfortunately, it didn`t exactly have a lot going for it. There was a long gap before they brought their next Bond game - Live And Let Die - but when it did eventually arrive 16-bit machines had made an appearance. But even with the superb capabilities at their disposal, the game was still very poor and had virtually nothing to offer.

Their last attempt came just after the release of the film, The Living Daylights, and although it was nothing to shout about, it was quite a bit better than the previous attempts, with a selection of different game styles.

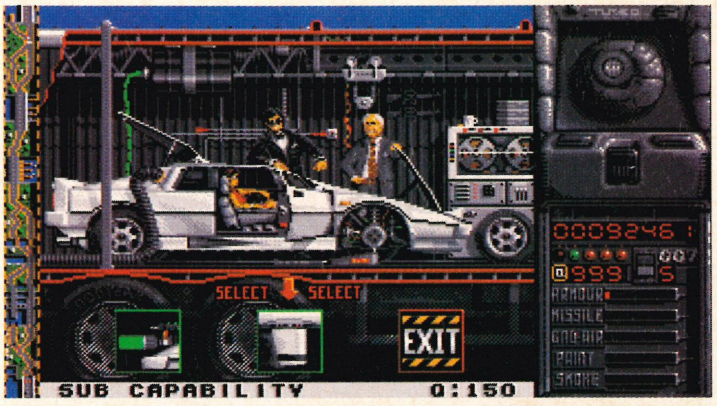
The Spy Who Loved Me is Domarks's latest try at a good Bond game, but the question is will the game continue in the upward curve and prove to be better than The Living Daylights, or will it go back to the poor quality of the originals? The game's storyline follows very closely to that of the film, with you playing your way through several stages and requiring you to try your hand at a selection of different vehicles. Two submerines have mysteriously gone missing,

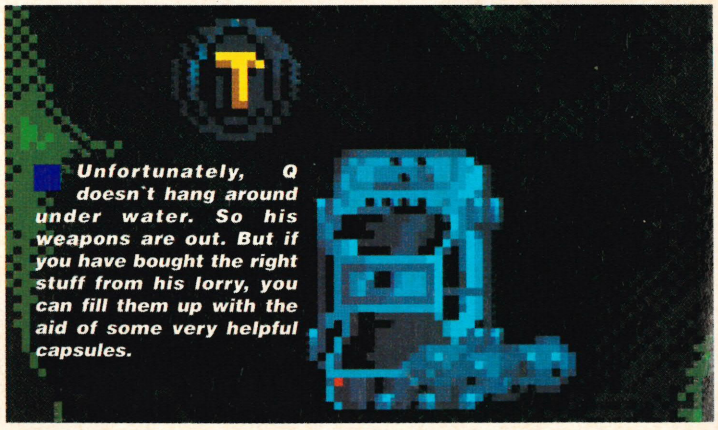


Driving through a small shed, you make a quick swap and appear in your tasty speed boat. The controls are the same, but you`ve got a few more enemies to contend with now.

In some places you`ll have no choice but to use the ramps that are provided. But when this happens keep an eye on your speed or you could end on top of a building.

(Left & below) Racing along the road you manage to rendezvous with Q's lorry. If you`ve collected enough tokens you will be able to equip your car with some wicked weapons. But make sure you don`t waste your tokens, because you're going to need a special sub-conversion.





Unfortunately, Q doesn`t hang around under water. So his weapons are out. But if you have bought the right stuff from his lorry, you can fill them up with the aid of some very helpful capsules.

GRAPHICS

Good graphics that are much better than those in the previous Bond games. Well drawn, and very pleasing to the eye.

76%

SOUND

The instruments that are used in the music are pretty good, but it didn`t sound quite like the Bond theme; more the opening track to sit-com on BBC1.

69%

STEVE

The sheer number of sub-games in Domark's latest Bond licence makes it good value for money, but the main advantage is that each stage looks good and plays well. The Kremlin have obviously lavished a lot of care and attention on each particular stage, and they tie in with the film well and - more importantly stand up to rigorous playing - well worth a look, as offers superb variety.

one Russian and one British, each of them containing a powerful nuclear missile. An agent from each country is assigned to the case and it doesn`t take long to figure out that the power mad Karl Stromburg is behind all this. Karl intends to launch the missiles at the North and South pole in a hope that the glaciers will melt flooding the planet, leaving his underwater city the only habitable location on the planet.

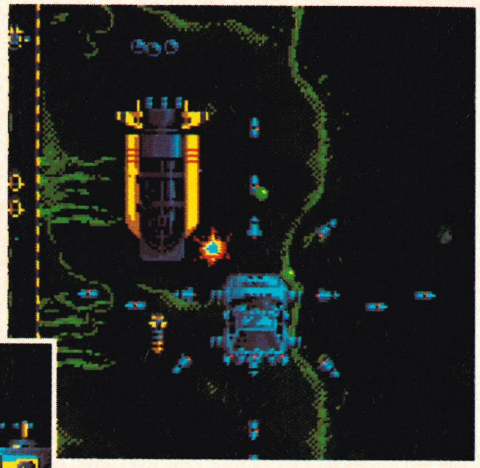
The first level puts you and Anya (the Russian agent) behind the wheel of Q's new high-tech car. Using your driving skills you must speedily make your way to a hotel. The route will be dangerous, and there will be plenty of obstacles to block your path. There will also be a number of Q tokens to collect that will allow you to arm your car with a whole load of weapons when you eventually meet up with Q in level 2.

When you arrive at the hotel, your car will change into a boat to head off for a meeting with Stromburg. After another car journey, you will end up in an under water battle where you will have to fend of the many forces of Stromburg as they try desperately to stop you from entering Stromburg's underwater base. An Operation Wolf type level is also included, and a maze type level in the base itself, but will you be good enough to survive the ordeal and come out in true Bond style?

OVERALL RATING

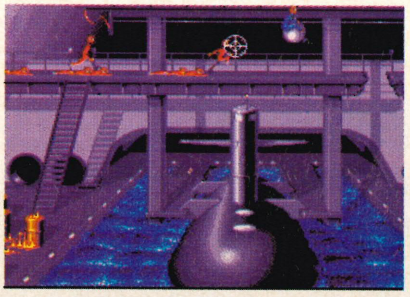
76%

On all of the sections where you drive or pilot a vehicle you will notice the presence of a thin map on the left-hand side of the screen. This way you can tell how far it is to the end of the level and when you should change to a boat.



(Below) Just over half-way through the under-water section you come across a rather nasty craft. If you think it's hard to beat (which it is), just wait until you get to the end of the level.

(Below) As James makes his way across the top of the screen you must use the sight to protect him in true Operation Wolf style. But take care not to waste those bullets, because you only have a small amount.



(Below) Q's are very important, and the more you get the easier it will be for you later on. Depending on how many Q's you have, you can obtain loads of extra weapons to use against Stromburg's men.

(Above) You`ll have to watch out for the innocent civilian who seems to have a habit of standing in the middle of the road, just begging to be splatted!

DOUG

Thank God. At last after years of trying Domark have finally managed to come up with a decent Bond game. The graphics and sound are very good, and unlike the previous attempts, so is the gameplay. The various game styles keep you interested and you'll enjoy every minute of it. The only gripe I could find was that the game was quite easy, and the only challenging parts (and there aren`t many) are so hard it's unreal. But on the whole the game is quite good, and certainly better than before.

MICHELLE

Now, however, Domark have got the formula spot on, with lashings of shoot'em-up action, a good variety of game genres, and a healthy dollop of addictivity to add the final icing on an already impressive cake. The small touches, such as the blood squirting from the heads of people you run over, and the intelligence of the enemy , raises the game above any other 007 release and is well worth a buy.

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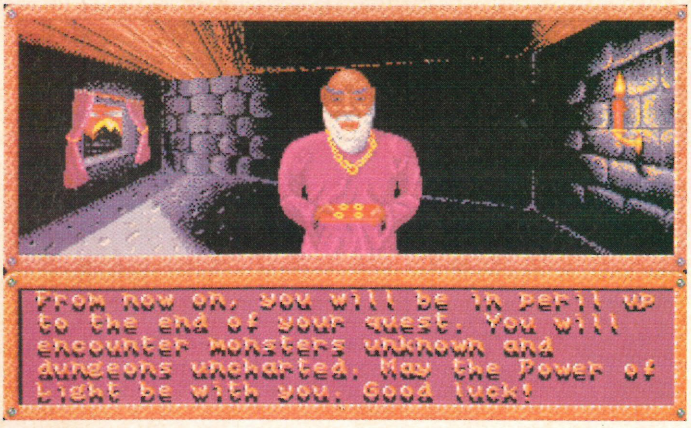
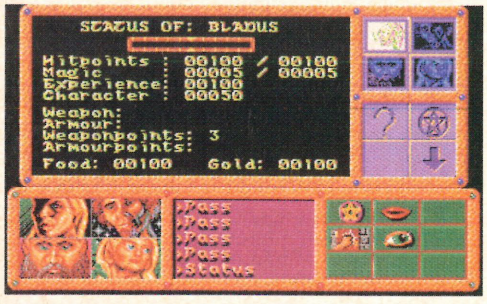
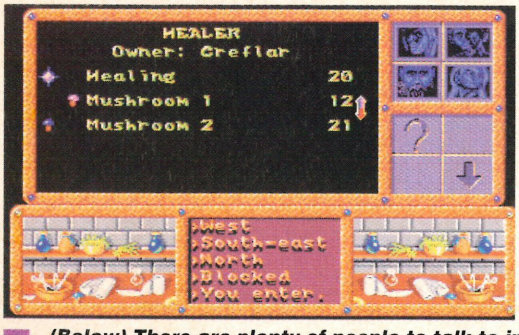
DRAGONFLIGHT

Before you actually start the game you are put in the picture by a lovely old man who basically tells you that you don't have a chance!



(Right) You have four different characters in all, each with their own special abilities. But the magician is by far the best and most powerful.





(Left) Ah! At last you find the precious healer's shop and rush in for a good dose of healing. Let's just hope you've got the cash for it.

(Below) There are plenty of people to talk to in the selection of cities, but will they all hold valuable information, and will it all be true?

Yet another RPG enters what is a very competitive aspect of the Amiga games market. Apparently, Dragonflight started being programmed way back in 1987. After such a long time, you'd think the game would be far more superior to other similar type games and with many more additional features. So what does Dragonflight actually consist of?

The plot is fourteen chapters long and will take a considerable time to read but, fortunately, it is written in an interesting and lively style. To summerise the story, you have been given the task of collecting a number of magical scriptures that can be found around a land infested with vast numbers of hostile creatures and monsters of very nasty natures! You also have to find the dragons that once inhabited the land and have now suddenly disappeared.

The playing area is large and colourful and will take many hours to explore fully, covering forests, rivers, cities, villages, and large cave complexes. The party of adventurers consists of four competent fighters, be it by magic or muscle. As is typical with this type of game, they have their own qualities although Dragonflight hasn't nearly the same detail as the official AD&D games.

There are a number of magical spells that can be executed if you have managed to obtain them such as Teleportation, Magic Arrows, Fireballs, and many more which reduce your magic points each time they are used.

Control of the game is by the mouse and is totally icon driven. A direction indicator needs to be clicked upon when you want to move and this takes up one turn. You can move in any of possible eight directions.

In combat, each character has a turn and can either cast a spell, use a weapon, defend, or run away although this doesn't do your character attributes any good. The combat scene shows your party and the opponents you are up against in close-up. Whatever action you select, the relevant moves will be graphically shown by the side-on view.

Various objects that can be collected while on your journies include extra weapons, money and other riches, armour, and

DOUG

Dragonflight is very similar to the old but nevertheless very good Ultima series; and in fact the only thing that doesn't remind me of the Ultima games is the lack of gameplay. Unlike the Ultima series the game didn't really have the same addictive qualities and cryptic puzzles, and the combat sequences are very stiff, and after a while quite annoying. As any regular readers will know, I am a big fan of RPG, and like nothing better than a quick dash round a dungeon, but unfortunately, Dragonflight didn't do anything for me, and the game failed to attract my attention.

SOUND

Quite a nice tune, but not really suitable for this type of game. I must admit that I found it more corny than atmospheric.

67%

GRAPHICS

Nothing special, but you can see what is happening. Anyone who has played the Ultima series will recognise them.

68%

food which is vital for each character's survival. Without food, they will die a miserable death.

Dragonflight doesn't seem to be as flexible as many other RPG software titles but can probably still offer a challenge to most fans of this type of game. For those of you who are experienced RPG players, Dragonflight may not satisfy your demands, but if you're looking for something simple to get you started then this is probably the game for you. But enough said. Take to the roads and prepare to do battle with many an evil monster.

ANDY

I first saw Dragonflight a couple of years back when Thalion's prodcuts were going to be distributed by Grandslam. Even then it looked impressive, and it also looked to be a neat advancement on the tried and trusted RPG genre, with some neat graphics and clever use of different perspectives. Unfortunately, despite some rather nice touches, by the time I had finished playing Dragonflight, I realised that my hopes weren't going to be realised. The game is quite similar to the Ultima series, only not quite as well done. The gameplay is a little bland and unimaginative for my liking and despite an initial urge to explore the large play area, I don't think that I'll be returning to it very much.

ALEX

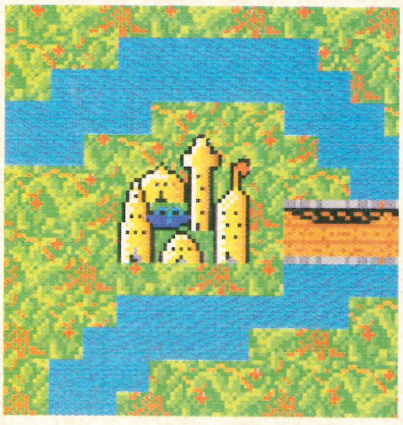
RPGs seem to have become quite popular recently, with a lot of new developments entering the previously quiet genre. Dragonflight has been in development for over two years and it has to be said that the final product comes across a little disappointing. The gameplay isn't particularly enthralling and, despite the large playing area, I just couldn't get into it at all. I think the problem lies in the slow speed of play, as walking around talking to anyone you meet until something interesting happens isn't exactly fun.

Using the icons in the lower right-hand corner of the screen you can move your characters toward or away from the enemy. Unfortunately, this 3-D combat sequence doesn't play as well as it looks.

OVERALL RATING

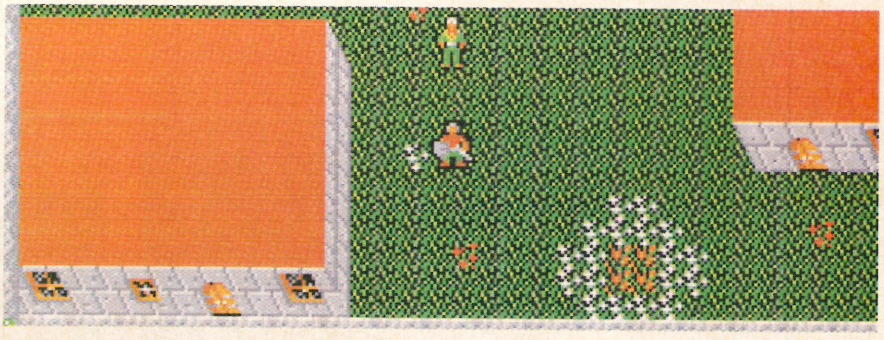
68%

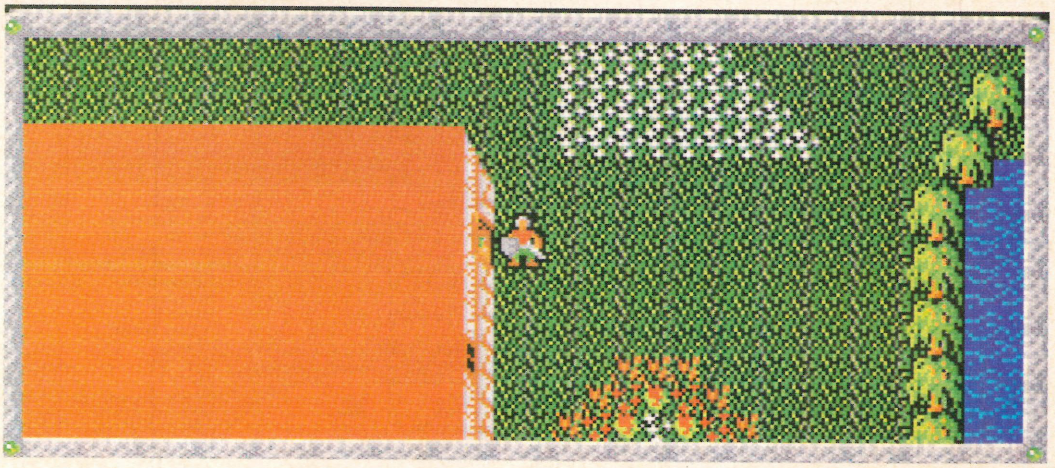
(Below) If you run a bit low on hit points and there isn't a healer in the vicinity, you'll just have to camp down for the night and wait for your wounds to heal of their own accord.



(Left) Making your way through the wilderness you finally stumble across a remote city. Let's hope it contains the info you're after.

(Right) The similarity between Dragonflight and Ultima will be noticed mostly in the cities. Shame they couldn't make the gameplay as good.





(Above & left) The houses which you come across inside the various cities are very important, and without them you wouldn't get far. A lot of the information that you will gain during the game will be got from this source.

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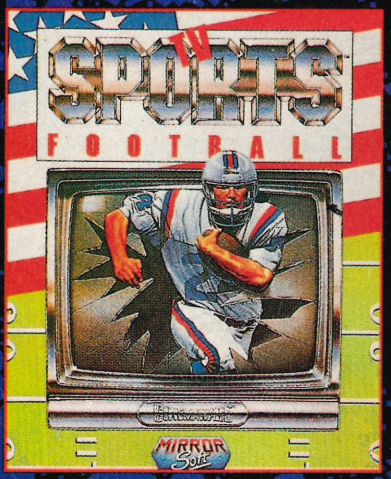

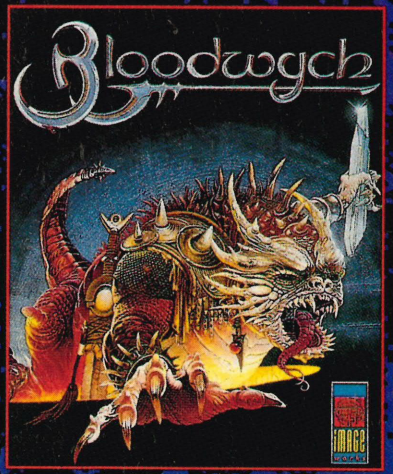

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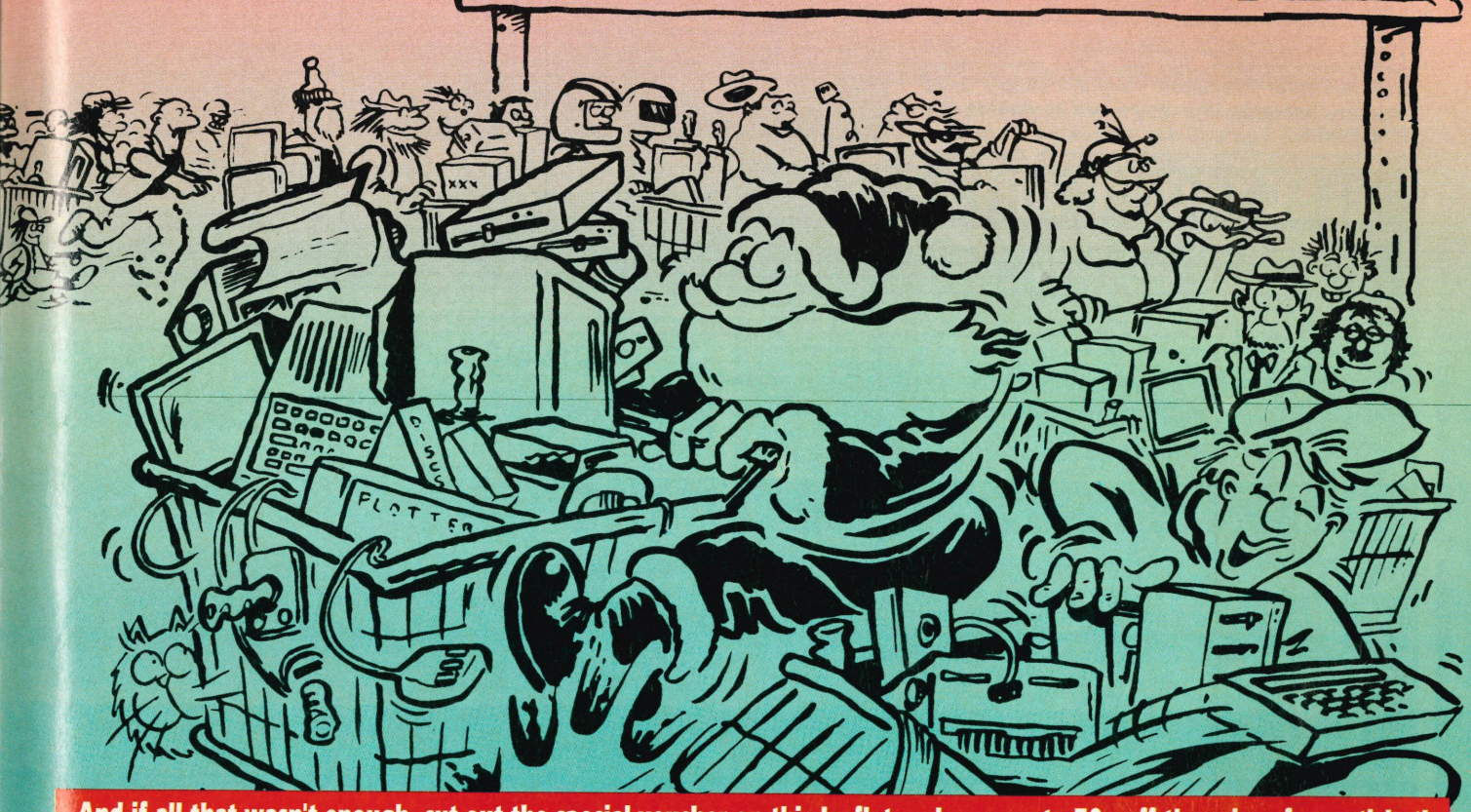

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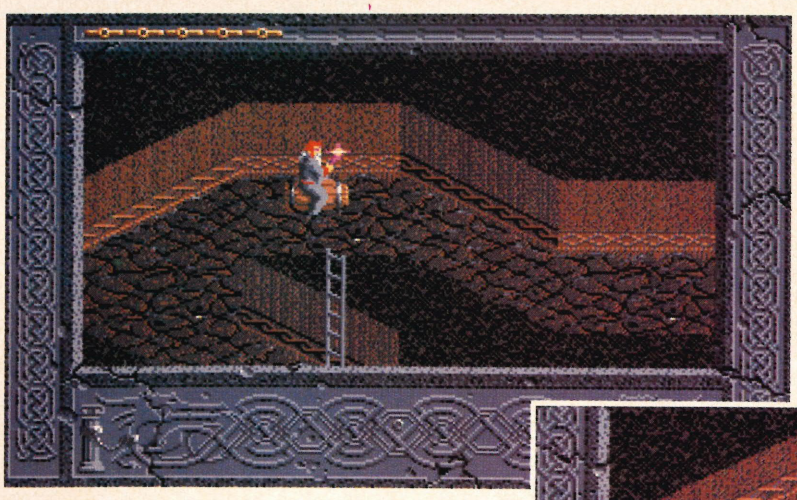
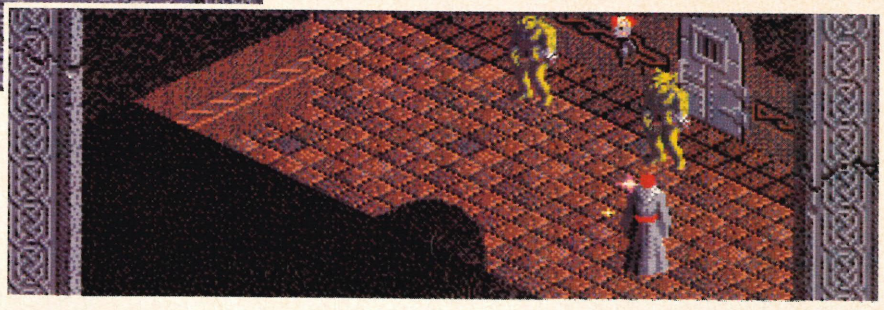


(Above) The game is set out in the form of a maze made up of various rooms. You aim is travel through the maze, which eventually leads to the lower level dungeons. Not to make life too simple however, not all of the rooms have any particular relevance. They are simply there to add confusion. It`s up to you to decide the best route.

(Below) The maze is full to the brim with the most evil of characters who do not take too kindly to interfering busy-bodies. Some can be sweet-talked, but on the whole, most get rather violent.



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THE IMMORTAL

Many moons ago, when you were a young boy and eager to learn of spells and sorcery, a wise old wizard named Mordamir took you in, and begain the long and often tedious task of teaching you the arts of magic. He taught you the power of fire and steel, charms and runes, and how to use a wizard`s cunning. Mordamir was your master, but after the long, hard years of drawing on all of his knowledge, the wizard also became your dearest friend.

A number of years have passed since you saw your friend, and had presumed he was no longer alive – that was until you had a dream. Mordamir was calling you. On waking, you had the strangest feeling that he was still alive, only trapped in a bottomless cavern. That morning you set out to try and discover the secrets of the Immortal.

You know the cavern has to be situated somewhere in the depths of the great dungeons, and as you enter a small room which leads to the first level, you notice a candle flickering eerily on a table in front of you. Suddenly an image of your missing mentor rises from the flame, uttering a plea for help. At least you know Mordamir is here, but where? And who is this `Dunric` he mentioned? Here, in the perilous dungeons, lie the answers to your quest.

As your many years of learning have taught you, it is best to start with the obvious. Somehow you must try and locate the whereabouts of the aforementioned Dunric. This, you have guessed, will not be an easy task, as the whole place is a web of mystery, shrouded by frightful tales of death and strange goings-on. It is said that no man nor beast has ever returned, so you are prepared to face the worst.

As you leave the room and begin to travel the many corridors that line your way, you are presented with an assortment of puzzles and dilemmas. To succeed in your challenge you must use your wizard`s cunning and discover simple and quick solutions. Not all problems faced are obvious, but with clever thinking and a certain amount of imagination, these can all be overcome.

These are not the only obstacles, however, you must also pass-by some very undesirable inhabitants of the curious place. Again, you must outwit your challengers, and proceed onto the next form of encounter. If all goes well you will unravel the mystery of the Immortal, and discover the secrets of your obscure surroundings. If not, you will be left to rot, like so many unfortunates before you. May the powers of the unknown be with you.

The Immortal is for 1 Meg machines only.

STEVE

Well Harvey isn`t a name that rings as many bells as, say, Andrew Braybrook or Archer Maclean, but in the past he has been responsible for the (then) astounding conversion of Marble Madness, and the playable Zany Golf. With The Immortal, he once again uses the 3D system of Marble Madness, but the game task he has incorporated is utterly engrossing and is choc-a-bloc with neat graphical touches. The animation on the main hero and the many creatures he meets is superb, and backing this up are some excellent puzzles which help draw you in deeper – brilliant stuff.

MICHELLE

The Immortal is one of the best Adventures I have played in quite a while. Not only is it very challenging, but it`s also one hundred percent addictive. It is far from easy, and for once you find yourself actually having to think really hard – not a common occurrence these days. I must admit that only having one life was a bit infuriating, but if you manage to complete a level, you are given a code, so you can skip onto the next, when you play again. Overall, definite value for money.

ALEX

Recently 3D games have been experiencing something of a revival, and The Immortal is one of the best of the new breed. It features both nice graphics and a massive task, and from the moment I started playing, I was engrossed. The puzzles follow a logical – if a little rigid – pattern, and the game will require quick thinking and good reflexes before you eventually complete it. Well worth a look.

SOUND

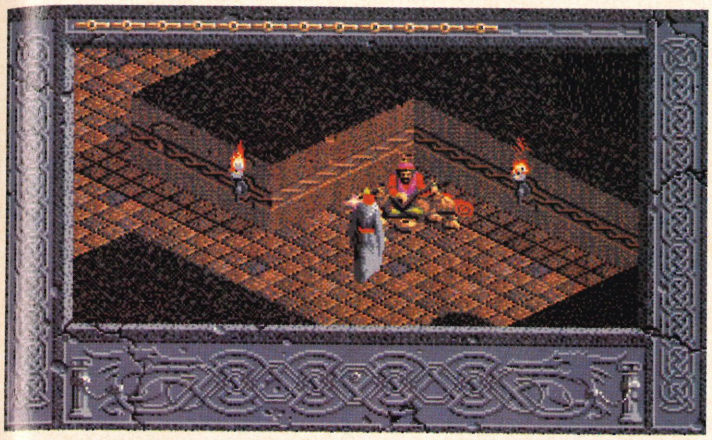
The music throughout does give a very mystical feel. The FX are good, especially when you can hear things going on in the next room.

70%

GRAPHICS

These have been well thought out, with lots of imagination. The sprite animation is also good, giving the whole game a far more interesting look than most.

78%

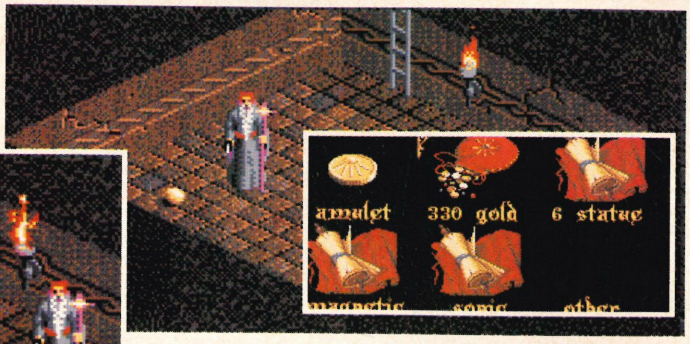


(Left) One may wonder why such a strange and ominous place should be filled with an assortment of odd creatures, but these are very peculiar creatures, so who is to argue when someone wishes to help.

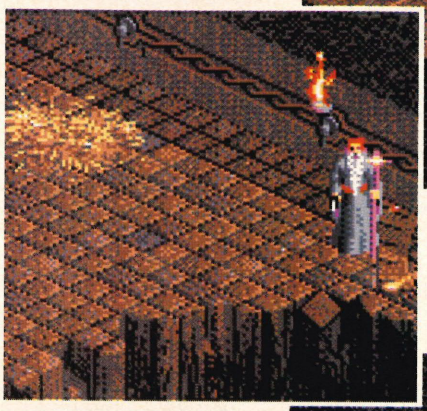
AMIGA ACTION

OVERALL RATING

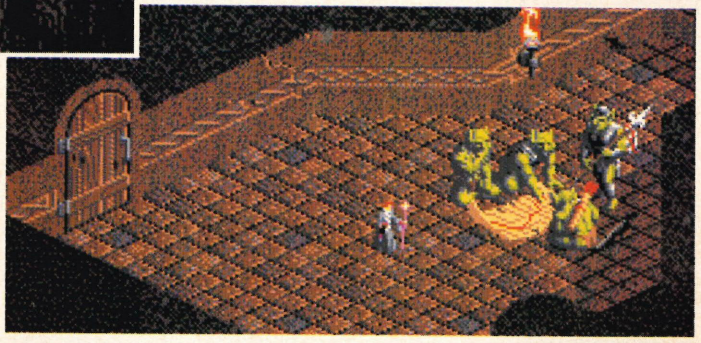
80%

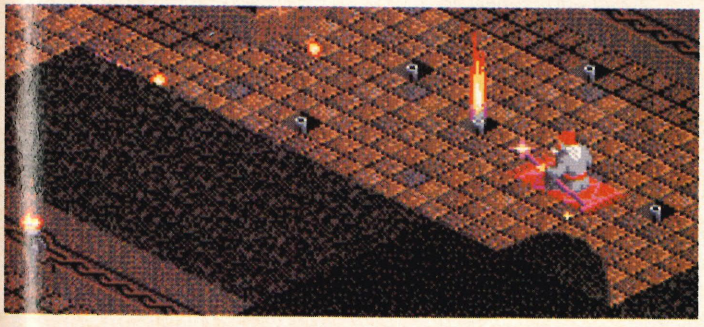


(Above) If you scour your surroundings carefully, you may be fortunate enough to discover several items of great value. Again you must use your intuition to sort the wheat from the chafe, as some pieces can turn out to be of no use whatsoever.

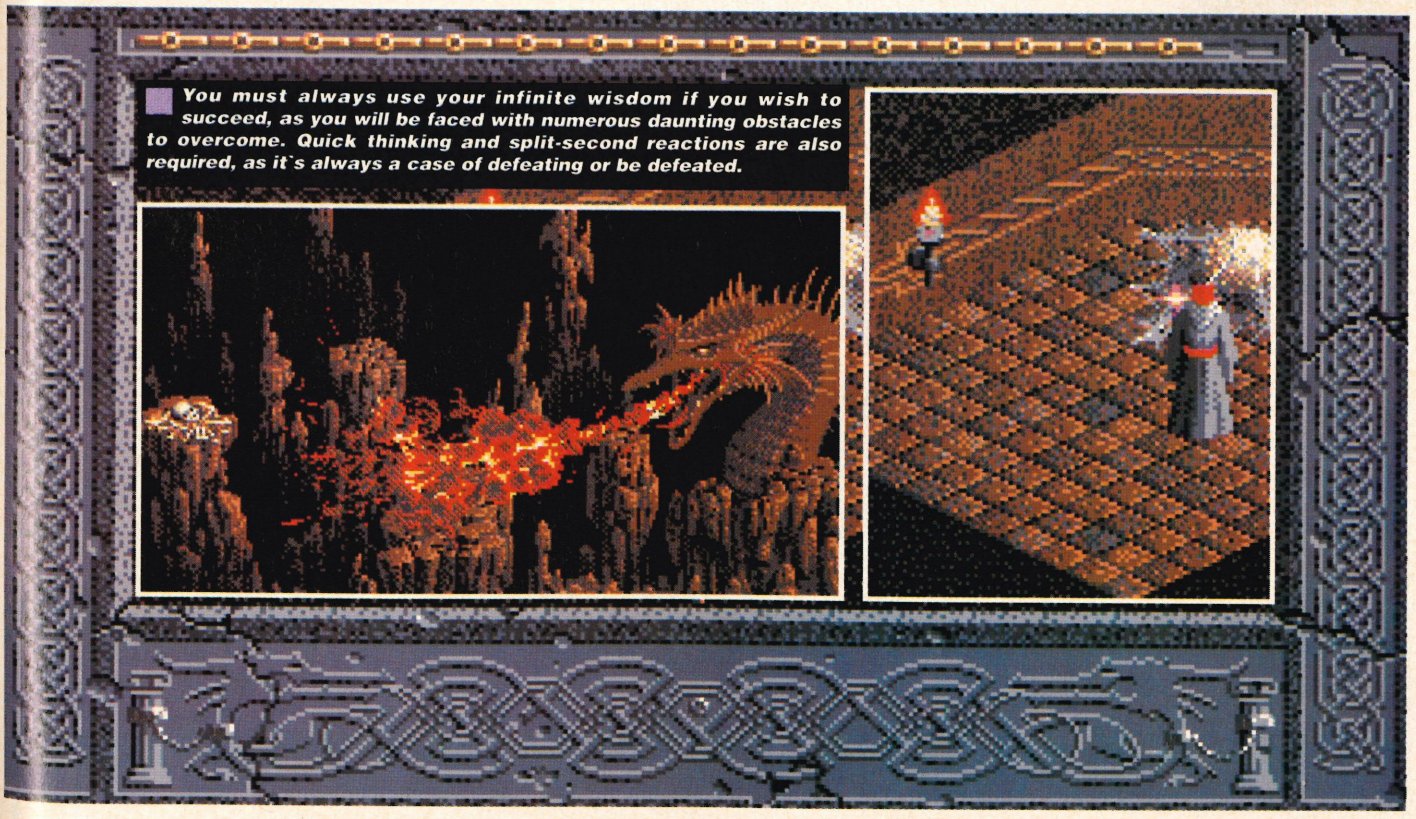


(Above) Almost all of the rooms you have to pass through, are filled with traps of some sort or another. Some may be blindingly obvious, whereas others are not so straight forward.





(Above & left) The occasion to use the spells you have collected arises often, although you never know precisely which spell does what. Some are purely used as a form of self defence, whereas others may enable you to pass to further rooms when a viable exit cannot be found.



You must always use your infinite wisdom if you wish to succeed, as you will be faced with numerous daunting obstacles to overcome. Quick thinking and split-second reactions are also required, as it`s always a case of defeating or be defeated.

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A long, long time ago, in a far off land, was a village called Omega. This was a very quiet and serene place, inhabited by gentle and placid people, contented to live in peace and in harmony. Not knowing or understanding the true emotions of love and happiness, the evil beings nearby felt jealous and somehow threatened by the villager`s tranquil way of life, and the forces of evil started to become restless.

They wanted an end to all the happiness and set about trying to wreak havok and spawn contempt amongst the people. Steadily, their monstrous plan began to take effect, as one by one, they started to abduct the children. Hate and unhappiness spread through Omega like wild-fire, until one day, when the evil creatures made one fateful mistake.

Among the people living in the village, was a set of twins, called Alwin and Irma. As the seventh twin of the seventh child, Alwin (or Irma, depending on who you wish to play) is immediately classed a prince. In addition to this, he possesses certain magical powers.

The error the creatures made was in capturing him. Being of such status, Alwin cannot sit back and watch all this go on. He decides to take matters in his own hands and sets out to conquer all who had part in this destruction. He will have to travel across many lands, and confront the most callous and unsavoury of monsters, and defeat every one.

But his biggest battle is yet to come. The ultimate form of all evil lies in the Demon Castle. To return Omega to the place it once was, he must destroy the ominous creature that awaits him. Will he succeed? Only you can find out.

GRAPHICS

Colourful and bright, but definitely not the best animation ever. The scenery and backdrops however, are varied and the scrolling is good.

71%

SOUND

The music, even if lively, is very irritating, but there is the option of turning it off. The FX are just about passable, but are very limited.

70%

ALEX

Very cute, with lots of nice colours, but just the same as all the rest. The sprite detection is terrible, as is the responsiveness. OK, it is fairly challenging, but not enough to warrant the price. Alright for younger players. There is better elsewhere on the market.

STEVE

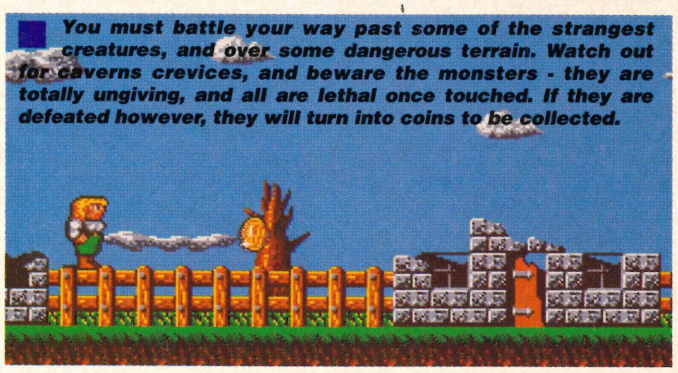
Looking like a cross between Terry`s Big Adventure and Apprentice, Arc`s Chronicles Of Omega has very little to recommend it. Graphically, it is very pretty, with colourful backdrops and cute creatures, but the basic gameplay is so very limited. Despite quite a large play area, the action suffers from a distinct lack of variation making it a very dubious buy.

OVERALL RATING

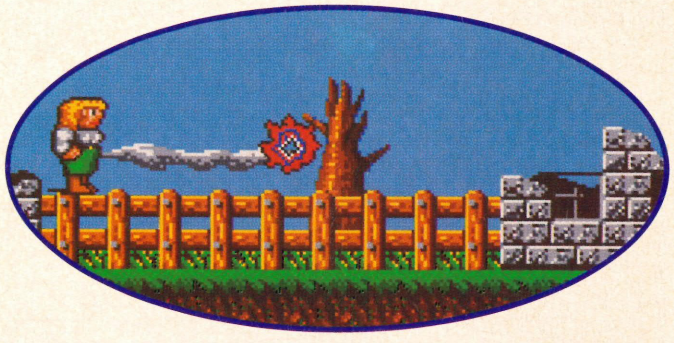
70%

Before you enter each level, your progress is detailed on this rather colourful map.

You must battle your way past some of the strangest creatures, and over some dangerous terrain. Watch out for caverns crevices, and beware the monsters - they are totally ungiving, and all are lethal once touched. If they are defeated however, they will turn into coins to be collected.



Being blessed with the gift of magic, and having collected enough coins, you can buy things from the Good Witch, that will come in very handy along the way, such as potions and wands. If you do exceptionally well, you can even buy an extra life.



You may find your early opponents rather awesome and intimidating, but wait until you get further. You may soon start to think that they were quite friendly in comparison. One comforting point, they don`t have bad breath, and believe it or not, bigger things are yet to come!

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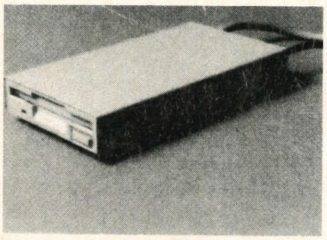

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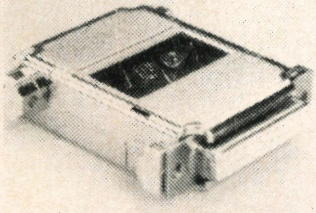

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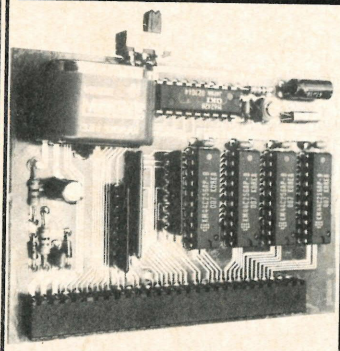

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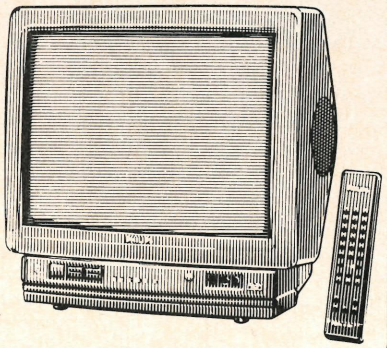

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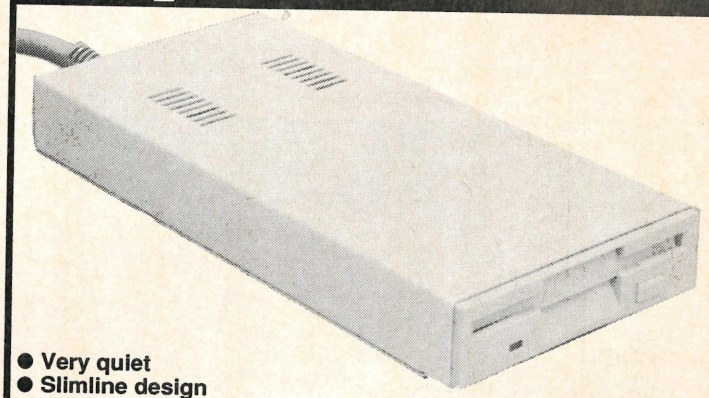

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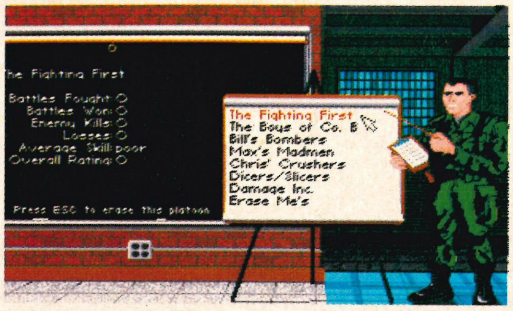
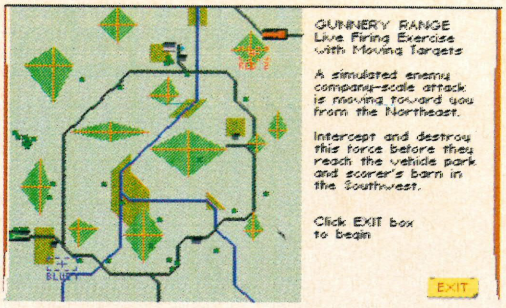
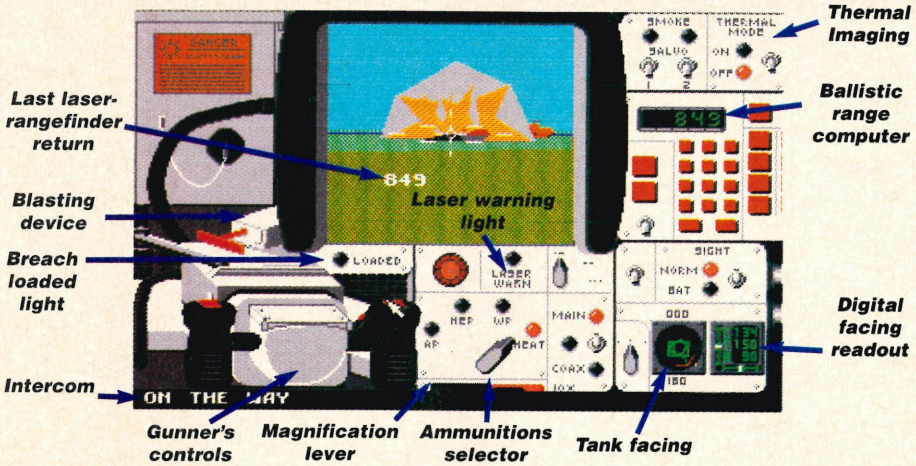
(Right) Before you venture out onto the rough terrain, your Captain will brief you on your forthcoming mission, detailing primary targets and secondary objectives.



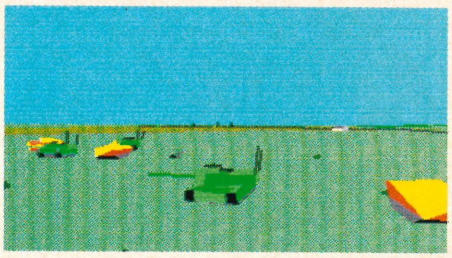
(Right) The battle map accurately describes the battlefield, and locates any enemy installations and tank platoons that may pose a threat for you and your colleagues.



GUNNER'S POSITION

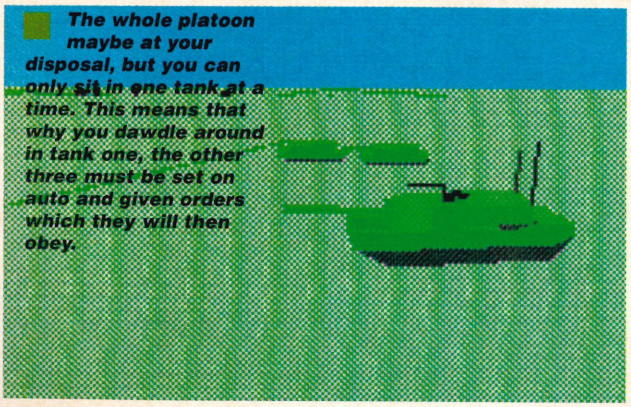


(Below) Although the battle scene maybe a little on the hairy side, it is still possible to hop outside and view the tanks from an exterior view. This can aid you at some points during each game, but I'd say that it gives you an extra advantage!



(Below) The expression on this chap's face will say it all – whether your mission was a success or a dismal failure. It will also allow you to look at the enemy's comments of your performance.

The whole platoon maybe at your disposal, but you can only sit in one tank at a time. This means that why you dawdle around in tank one, the other three must be set on auto and given orders which they will then obey.



DOUG

M1 encompasses every facet of tank warfare and just shows you that piloting a tank is not the easiest of tasks, especially in a war environment. Fortunately, there are several difficulty levels which range from beginner to expert. I can't really see M1 Tank Platoon appealing to fans any other genre as it is pure simulation. M1 Tank Platoon definitely rates alongside the Falcons and F19 Stealth Fighters. Superb.

MICROPROSE £29.99

M1 TANK PLATOON

Following hot on the footsteps of Microprose's excellent F-19 Stealth Fighter, M1 Tank Platoon is more down to Earth (literally!). Instead of being in control of America's latest aircraft, one America's newest tank platoons is at your disposal.

Each platoon contains a number of M1A1 Abrams – a high-tech MBT (Main Battle Tank) that has the ability to outclass the opposition in a one-on-one battle. However, the usual amount of M1 is four, each one being under your command. A crew of four man each tank: one driver, a gunner, a loader and lastly but perhaps the most important person of them all, the tank commander.

M1 Tank has a variety of settings that should suit both the beginner and even an ace at the helm of one of these beasts! To begin with, it is best to start off with a target practice session, allowing you to get to grips with the controls as well as gaining the ability to destroy moving or stationary targets.

For those who feel that little bit more confident, you might try a single engagement. Choosing this option will require you to select one of the six battle situations available. On top of this, the terrain and enemy force are randomly generated each time, thus giving millions of different engagements to attempt.

The next setting is start campaign. A campaign is basically a whole line of single engagements strung together, your men and tanks having to fight battle after battle until the war ends or your platoon is finally destroyed. Thankfully, you have the option to save midway through a campaign, thus allowing you to return into the midst of battle at any time you wish.

As stated before, the enemy will vary, but their fighting ability

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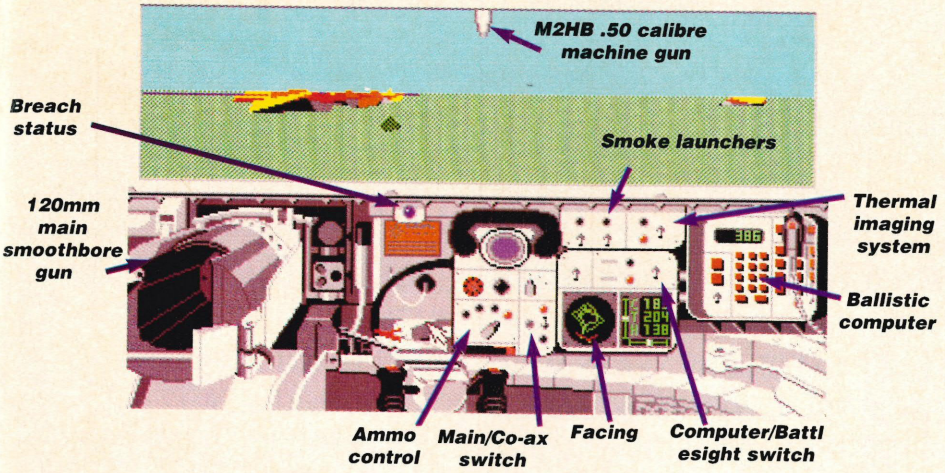
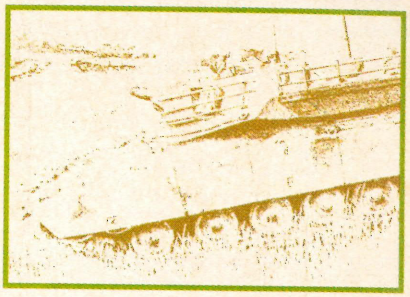


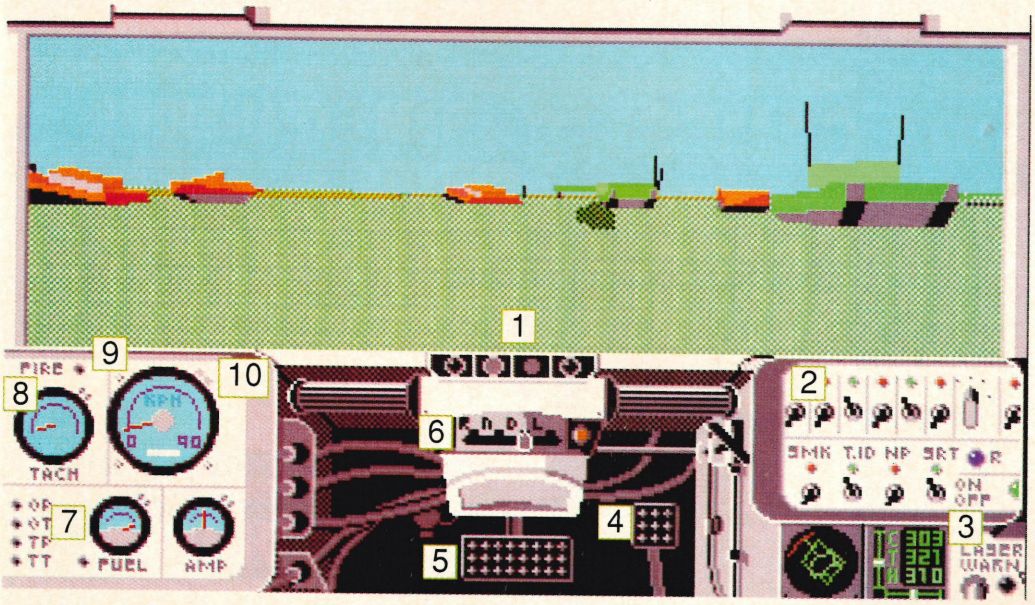
AMIGA ACTION

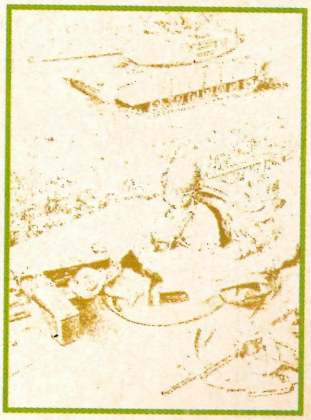
OVERALL RATING

82%



DRIVER'S SEAT





1. Master warning light
2. Main control panel
3. Laser warning light
4. Parking brake
5. Brake pedal
6. Gear indicator
7. Power & fuel gauge
8. Tachometer
9. Engine fire warning
10. Speedometer

will largely be put down to their experience, selected by you. For instance, second line troops have poor training and poor equipment to match, whereas the elite are just that – experienced tank commander with a wide array of weaponry at their disposal. An Abrams carries a limited amount of ammo (20 High-Explosive Anti-Tank and 20 Armour-Piercing Fin-Stablised Discarding-Sabot shells), but you can mix and match these as with the other options included in the game.

You can control your tank by using any combination of keyboard, mouse or joystick, and the usual keyboard overlay detailing the different keys activating various features is included. Although you may wish to take control of the tanks yourself, it is possible to program the advance quickly and engage targets to the front, or alternatively, hold back and defend your base – it is entirely up to you.

GRAPHICS

The vector graphics are put to good use, as they provide both a realistic view of armoured land combat as well as creating an effective battleground.

81%

SOUND

Ample sound in the form of shells exploding as they hit enemy vehicles or perhaps the roar of your 1500hp gas turbine engine!

72%

ALEX

Having been suitably impressed by Microprose's superb F19 Stealth Fighter, I was eagerly waiting for their latest simulation, M1 Tank Platoon. I'm pleased to say I wasn't disappointed as it is as good as its aircraft counterpart. M1 requires both well thought out strategies and good combat tactics in order to succeed, but the varying difficulty levels allow everybody to get a taste of the life of a tank commander. If Microprose continue to bring out simulations as good as this then we're in for a treat.

STEVE

Simulators are really coming into a force of their own nowadays, and no one has done more for sim buffs than those masters of reality, Microprose. I'd have thought that they would have been recuperating after the excellent F19 Stealth Fighter. But no. Microprose have now released a tank sim entitled M1 Tank Platoon. The graphics are fantastic and great care has been taken to recreate the battle tactics employed by the M1 Tank. For those of you who find sims a little too hard, the difficulty can be changed. Only for simulator buffs although all gameplayers should experience it.

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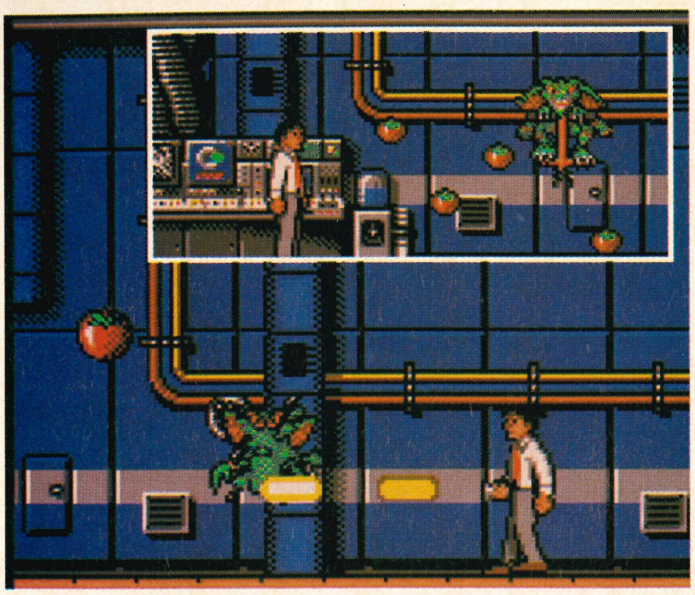
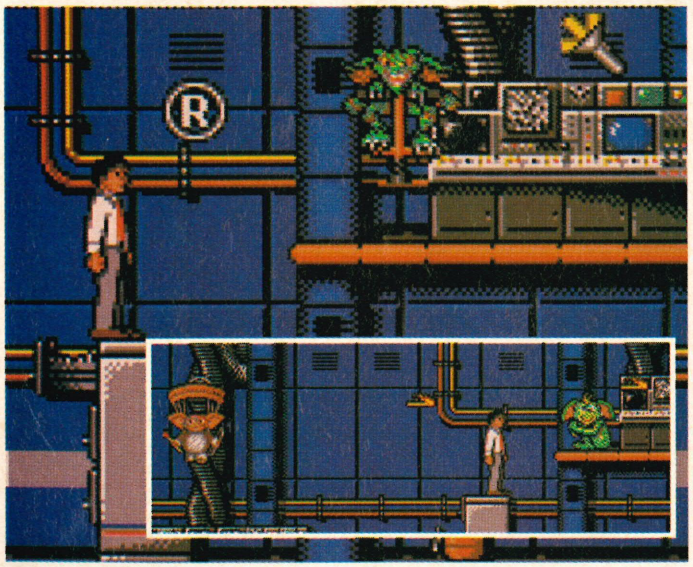
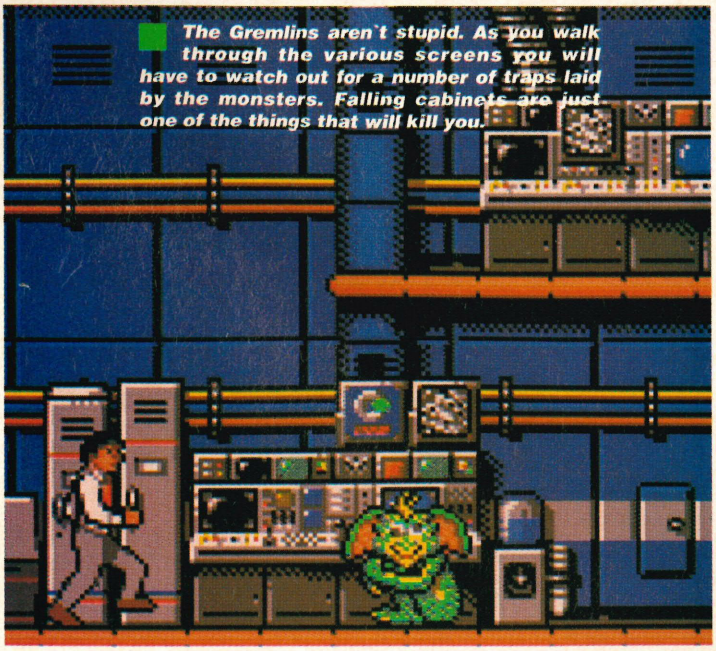


(Above) At the start of the game you are equipped with just a simple torch as protection. But as you make your way through the game you will be able to pick up other objects and use them to combat the annoying Gremlins. Although they may not seem deadly, the over-ripe tomatoes will put a stop to many a Gremlin.



(Above) There are six different letters in all to collect, but the best and most fun one is the letter R. Upon collecting it Gizmo will float down the screen and shoot burning arrows at the troublesome Gremlins.



The Gremlins aren't stupid. As you walk through the various screens you will have to watch out for a number of traps laid by the monsters. Falling cabinets are just one of the things that will kill you.

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GREMLIN II
THE NEW BATCH

Poor old Mr. Wing (the shopkeeper from Gremlins) has passed on leaving no one to look after Gizmo or the shop. But unfortunately this is not bad news for everybody. A super tycoon named Daniel Clamp, had recently been making offers to buy Wing`s shop and erect a huge building called the Clamp Plaza.

But this is not the worst of it. While knocking down the small Chinatown shop, Clamp`s men find Gizmo in his small box. Now Gizmo is imprisoned in Clamp's genetics labratory waiting to be experimented on. Luckily for Gizmo, his previous owner Billy hears one of Clamp`s messengers absent-mindedly humming Gizmo`s favourite tune to himself.

Realising that Gizmo must be close, he manages to find him and puts him in his desk drawer for safety. But Gizmo being Gizmo, the little Mogwai decides to explore Billy`s office, and in the process accidentally gets water spilt on him by a repair man. The evil Mogwais

STEVE

After we'd all ooh'd and aah'd after the first Gremlins movie, the conversion that followed was a disappoinment. Fortunately, the same can't be said for Elite's conversion of Gremlins 2. The game features some very playable levels that are full of superb graphics. I did find it a little difficult at first but this does not detract from a superb game.

ALEX

Film tie-ins tend to be just a little bit too predicatable, that is to say they are normally a disappointment, and I must confess to being a little bit wary to the release of Gremlins 2. I can now say, however, that Gremlins 2 is not a disappointment and is in fact a highly playable game. Elite have done an excellent job, especially with the graphics which are very realistic. A game that I would definitely recommend.

As you make your way through the game you must collect as many bubbles as possible. These can then be used to buy better weapons at the end of the level.

waste no time in breaking the next rule: don't feed them after midnight.

The Gremlins are back and they're worse than before. Playing the part of Billy (with the occasional hand from Gizmo) you must fight your way through the huge Clamp Plaza, collecting various objects to use to destroy the Gremlins. All you have for protection is a simple torch, which can be used to kill any Gremlins that try to take you on.

Other objects can also be found and used as weapons against the Gremlins, ranging from squidgy tomatoes to Mega-torches that can fire the destructive light in several different directions at once. When you kill a gremlin, he will leave behind a bubble that will float around the screen for a short period of time. If you collect ten or more of these bubbles before they burst, when you finish the level you will enter a shop and be given the option to buy a new default weapon. This means that when you die, instead of starting with the torch as your weapon, you start with the weapon you bought instead.

You will also notice the presence of a selection of letters. These are bonuses and when they are collected they will help in one way or another. There are six letters in all. The letter L gives Billy an extra life to play about with, but by far the best one is the R which when collected will unleash a pyscho Rambo Gizmo armed with a bow on the unfortunate gremlins.

DOUG

Gremlins II is an absolutely smashing platform game. The graphics and sound are amazing, and if you thought this game was going to be just another poor film tie-in, then you were totally wrong. From the second I started playing I was addicted, and although the game seems quite hard at first you soon get to grips with it. I can't say enough good things about this game, but it is most certainly one of the best to come out of Elite, if not all companies.

SOUND

The music sounds just like the film. The many sampled sound effects add atmosphere. And the Mogwai noises are especially nice.

81%

GRAPHICS

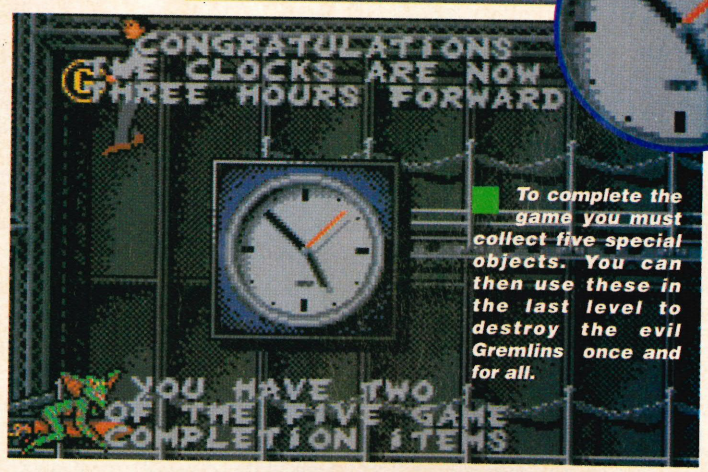
The sprites are so well drawn that you can just imagine that they are real. The animation and sprite detection are top quality too.

83%

AMIGA ACTION OVERALL RATING 84%

(Below) You have seven lives with which to get through all the levels. However, this is not easy, and there will be countless numbers of Gremlins to stop you.

(Right) Unlike the first level, the screens aren't just linked in a long line. With the aid of a few lifts you can go up into other screens to where more evil Gremlins lurk.



To complete the game you must collect five special objects. You can then use these in the last level to destroy the evil Gremlins once and for all.

In between each level you are given a quick look at Gizmo, the cute little Mogwai in the clutches of the evil Gremlins.

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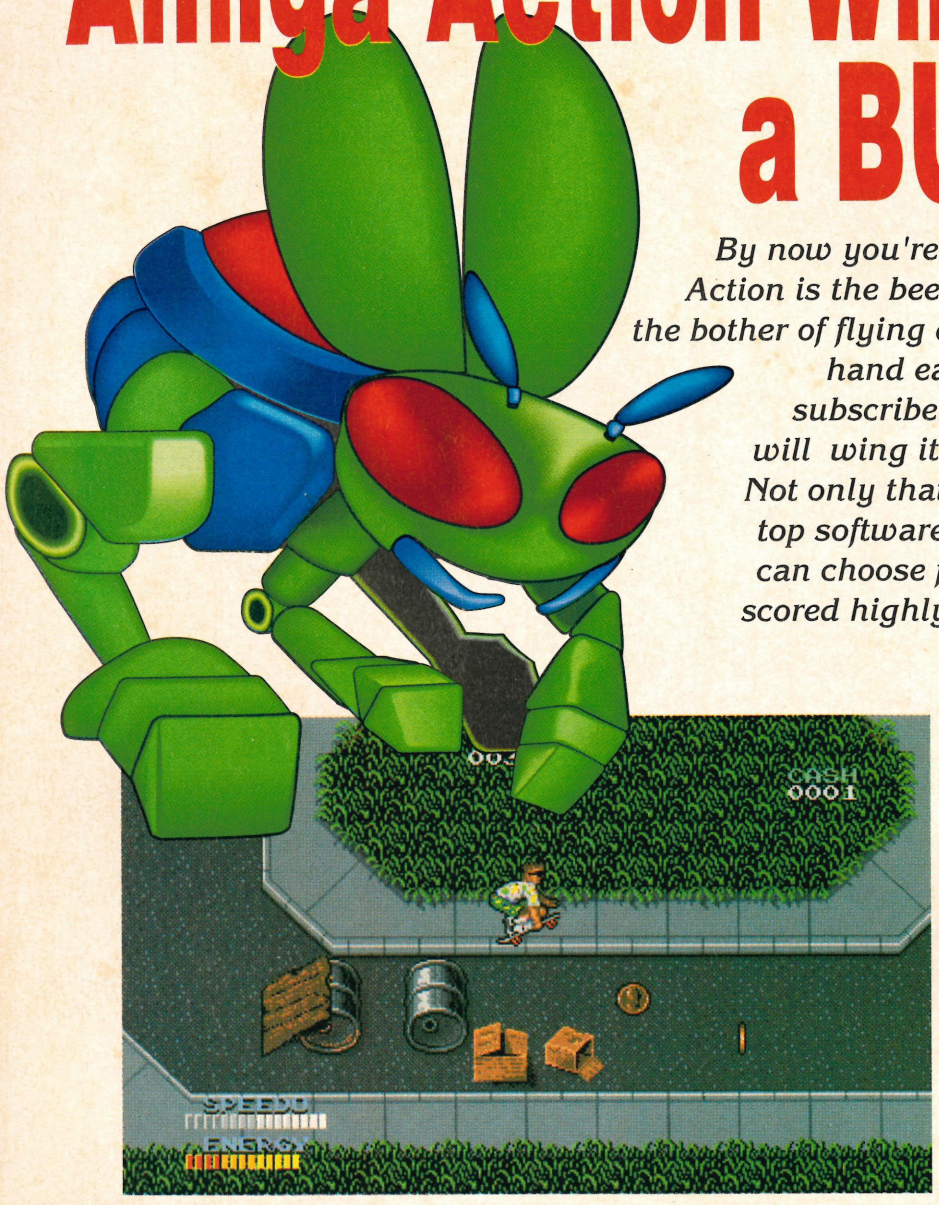

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